Starseekers' Guide to
Draken Star
A 5th Edition Science Fantasy Setting
William Stark

Starseekers' Guide to Draken Star

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THANK YOU...

...to all the Starseekers who made this book possible. May your journeys across the galaxy be fraught with danger, brimming with riches, and abounding in glory. And may you ever endeavor to venture into the unknown and find your place among the stars...

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INTRODUCTION

Hi there. My name is William Stark, and it is my great honor and privilege to present Starseekers' Guide to Draken Star. This book is... a lot of things. It is the culmination of 4 years of storytelling between friends at a table that also happened to be the actual play podcast **SuperQuest Saga,** in which three wayward adventurers travel forward in time to a future brimming with advanced technology and galactic-wide space travel. It's the result of an amazing online community that fell in love with the universe that unfolded there and had enough faith in us to take what we started in that show and turn it into a fully fleshed-out setting sourcebook for 5th edition D&D so everyone could play in the universe we made. It is the product of the single most challenging endeavor I have yet to face, a time of trial and tribulation and just as many discoveries, insights, and opportunities.

In the end, though, at its core, the setting of Draken Star is my love letter to the pieces of media that formed and molded my artistic sensibility and were points of light in the darkness of a troubled youth. Most of us have core memories that are tied to pieces of media that, for us at least, transcended mere entertainment. They ported us to other entire worlds and made us gaze in wide wonder at what was possible within the medium of storytelling. I was not the only 8-year-old child whose life was fundamentally changed when he first saw the gritty futuristic fantasy city of Midgar while hearing the sweeping orchestra and exhilarating battle tracks of Nobuo Uematsu's unrivaled music composition. Or wept in open sorrow and pride when Sturm Brightblade stood atop the High Clerist Tower to hopelessly stand against the onslaught of a dragonlord to buy his allies the time they needed.

In the myriad worlds of my imagination, I have flown with dragoons across Endiness, sailed the galaxy aboard the Outlaw Star, fallen in love with space pirates and princesses, and wielded master swords, lightsabers, and caster guns. I've read forbidden tomes, gathered magic stones, and learned the names of wind and fire. I've watched attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannhäuser Gate. And here in this book are odes to it all.

Thank you for indulging me. Thank you for the magnanimous support and kind words. Thank you for your patience while waiting for this book's delivery. I do hope you enjoy what I have managed to put together. And I hope this book finds its way into your tabletop games, whether in the Draken Star setting or any other world you venture across. And with that, I think it's time to let you get into it. Enjoy.

Sincerely,

USING THIS BOOK

Written for players and game masters, this source offers options to enhance campaigns in any world, whether you're adventuring in Draken Star, another tabletop setting, or a world of your creation. The options here build on the official rules contained within the 5th edition Player's Handbook, the Monster Manual, and the Dungeon Master's Guide. Furthermore, it is also fully compatible with 5th edition adjacent systems such as Tales of the Valiant or Level Up's Advanced 5e. Think of this source as a companion to these volumes. It builds on their foundation, exploring pathways first laid in those publications and going beyond them. This book will transport you and your game to worlds of starships, aether pirates, magitech mech suits, galactic dragons, and imperial dreadnoughts.

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CHAPTER 1: WELCOME TO DRAKEN STAR

Welcome to Draken Star, a Science Fantasy setting set in the distant future of what was once, long ago, a classic medieval high fantasy world. Eons have passed since the ancients left their original homeworld far behind and ventured to the stars. That world is now lost to time immemorial. Even its name has been forgotten by all but the most ancient and eldritch of entities. But in its place, countless new worlds have been discovered and explored. Entire galactic nations have propagated across the stars, flourished into empires, fallen into dust, and birthed new civilizations from their ruins since the exodus of the Prime World.

Exploration of alien frontiers, starship skirmishes by aether light, advanced civilizations vying for galactic dominance, and the fusion of ancient sorceries with biological and technological advancements. All these and more are adventure elements in the universe of Draken Star.

With this book as your guide, you will discover the planets and peoples of the Galactic Powers, such as the Draconic Star Sovereignty and the Imperial Elven Dominion. You can experience futuristic science-fantasy player options, including the Heavy Gunner, the Arcane Gunslinger, the Circle of the Galactic Spirit, and the Pact of the Machine Warlock. And GMs will be able to pit their players against an entire galactic bestiary containing over 100 unique alien creatures and powerful cosmic entities.

WHAT'S INSIDE THIS BOOK?

CHAPTER 1 introduces the major elements of Draken Star, including its themes, examples of the storytelling genres Draken Star lends itself to, the History of the Galaxy, the principal Galactic Powers, the faiths of the galaxy, the nature of interstellar travel, and the role of Starseekers.

CHAPTER 2 introduces the people of Draken Star. The various species of the galaxy available to the player, as well as their histories, societies, and cultures.

CHAPTER 3 provides the bulk of the player options: subclasses unique to the Draken Star setting, Draken Star Backgrounds, and additional skills unique to this setting.

CHAPTER 4 details the equipment and items found in the science fantasy setting of Draken Star. Futuristic Adventure gear, Weapons list, Armors, and the all-new **Trinity Trait System**.

CHAPTER 5 provides a list of science-fantasy-themed treasures including new, unique Magic Items, Artifacts, and Advanced Technological Devices (ATDs) as well as the details around craftable magic items known as the **Glyph System**.

CHAPTER 6 covers the aspects and elements of adventuring in Draken Star. The major locations of the galaxy, rules for space travel, starship combat, extreme environment rules, and guides for creating your own unique starships.

CHAPTER 7 is a Galactic Bestiary, including all manner of alien creatures and entities that can be encountered in Draken Star.

CHAPTER 8 introduces an expanded spell list, including new spells for all classes unique to the setting of Draken Star.

The History of Draken Star

The universe of Draken Star is one of advanced technology and powerful magics. Starships, both massive and diminutive, are capable of faster-than-light travel and can jump between star systems in moments. The line between humanoid and machine is blurred by the commonality of cybernetic enhancements, and the concept of sentience can be applied to either. Dragons have evolved to reflect the nature of the celestial bodies, and their power can threaten entire worlds. The elves have achieved biological immortality and genetic customization through a blend of science and sorcery, a secret they keep closely guarded. Aether-powered megalopolises prosper and flourish amidst interstellar trade and tremble before the conquest of intergalactic wars.

But it was not always this way. Indeed, the galaxy is ancient beyond reckoning, and even the most learned of historians ponder the origin of the universe. Though the details are little known, an accepted timeline of history does exist within the prevailing scientific community. This timeline, which spans a thousand millennia, is the leading theory of major galactic events and when they happened.

The Forgotten Epoch

0 PE

(100,000 years ago) The Prime Event. The event that led to the mass exodus of all sentient life from the original primeworld. The nature of this event remains unknown, but theories speculate on possibilities ranging from uninhabitable environments to complete planetary destruction.

4500 PE

The Aether Age. FTL Drives run on Aether Reactors are invented, transforming interstellar travel from a matter of months to a matter of moments.

12,000 PE

The Chthonic Wars. No records have survived from this time, but countless secondary sources confirm that during the nascent development of interstellar colonization, the Chthonic Empire launched a campaign to conquer all other galactic nations.

25,000 PE

Rise of the Elven Imperium and the God Emperor. After the defeat of the Chthonic Empire, an elven lord by the name of Solastaran rose to prominence and power. The Elven Alliance was reformed into the Elven Imperium, and Solastaran was named Emperor Divine. Amassing massive amounts of Aetherium, the Holy Elven Empire and their God Emperor became the first Galactic Superpower.

The Epoch of Stars

28,000 PE

Formation of the Eneanistic Faith. The fundamental philosophies and teachings of Eneanism come to fruition. The Nine Precepts are defined and proven. The Enean Church is founded.

30,000 PE

Extermination of Orc Lineages. God Emperor Solastaran orders the mass extermination of Orc-kind as heretical anathema. All signs of their civilization and culture are erased. Few ruins remain, and little is known of these events. Historians have only been aware of this genocide for the last few hundred years.

33,000 PE

Birth of the Draconic Star Sovereignty. The five Draken Clans unite under the leadership of the Nova Dragons. Historians propose this is in answer to the growing threat of Elven Conquest.

The Epoch of Blood

41,000 PE

Forging of the Goblinoid Republic. The hobgoblin warlord, Sunderved the Black, unites the hundred goblin worlds by right of conquest.

49,247 PE

The First Goblin War and Birth of the Cyber Federation. The exponential expansion of the Goblinoid Republic of Acheron brings the nation into contention with neighboring territories. Rising tensions cause a conglomerate of dwarven, gnomish, and human star systems to unite, found the Cyber Federation of Mechanix, and declare war on Acheron.

58,101 PE

Signing of the UFSS Alliance Treaty. In the wake of rising nations, ten independent star systems and their territories unite into the Union of Free Star Systems.

65,660 PE **THE ENEAN CHURCH FRACTURES.** Due to internal strife between the Nine Precepts and crushed under bureaucratic paralysis, the Enean Church schisms. Nine separate faiths form with their own tenets, rituals, and new religious orders.

77,049 PE **THE SECOND GOBLIN WAR.** The rivalry between the Cyber Federation and Goblinoid Republic reaches a boiling point, and war breaks out between the two galactic powers. The Elven Empire allies itself with the Cyber Federation. This causes its biggest rival, the Draconic Star Sovereignty, to provide economic and logistical aid to the Goblinoid Republic. Other nations fall under pressure to choose sides.

THE EPOCH OF AMNESTY

84,111 PE **THE TEN-PART TREATY OF NATIONS.** With the shadow of the Second Goblin War still lingering and the economic and military contest between all nations tense, an unprecedented convention of six of the major Galactic Powers is held to preempt the possibility of an all-out intergalactic war. A concordat is signed by all nations in attendance, spelling out ten territorial, economic, and military decrees to assuage growing antagonism between nations.

84,112-100,982 PE **THE GREAT ACCORD.** With the Ten-Part Treaty upheld, the galaxy enters an unprecedented age of peace and prosperity.

100,982 PE **THE THIRD GOBLIN WAR.** Cyber Federation overreach ignites a series of skirmishes between Federation military forces and those of the Goblinoid Republic. A Third Goblin War is declared by Federation leadership. The Ten-Part Treaty is tested.

100,987 PE **THE GALACTIC INTERCESSION.** Neither ready to honor their old alliances and test each other's might or declare outright neutrality, the Third Goblin War is ended by outside political pressure from the DSS and Elven Empire. The Ten-Part Treaty remains intact.

100,098 PE **THE GREAT SOL-NOVIAN WAR.** A sudden and severe violation of the Ten-Part Treaty is committed by the Elven Empire occupation of a nation state under the protection of the Draconic Star Sovereignty for the alleged harboring of terrorists of the Empire. Despite the threat of intergalactic destruction, the Empire declares war on the DSS. Alliance treaties across the galaxy are activated. The Galactic Alliance, led by the three Nova Kings, and the Imperial Coalition, commanded by God Emperor Solastaran, go to war.

100,099 PE **DEATH OF THE GOD EMPEROR AND DECLINE OF THE GALACTIC POWERS.** In less than a year, every civilization experiences unprecedented devastation. In a sudden and mysterious gambit, Solastaran, along with every major Imperial Fleet under his command, travels to the galaxy's centermost star system deep in Chthonic Territory. The Galactic Alliance led by the Nova Kings pursues. A three-way battle between Chthonian, Imperial, and Alliance forces takes place, devastating all sides. Nova King Ebonskaith is killed in combat as well as the Lord Commandant of the Iron Legion, Kalon Reigos. The God Emperor and all six of his Justice Saints are never found and are thought to have died inside a mysterious celestial body referred to in records as "The Corpse Star." Though technically victorious, the Alliance is as devastated as the defeated Imperial forces. Peace is bought at the price of galaxy-wide recession and decline.

THE CONTEMPORARY EPOCH

0 AC **THE AETHERIUM CATARACT.** Sixty years after the end of the Great Sol-Novian War, a natural cosmic phenomenon occurs across the galaxy. Reports claim that breathtaking auroras could be observed at all times across an uncounted number of worlds during this time. It is speculated that every planet, moon, and star in the galaxy was surrounded by cascading iridescent lights during this time. The cause of this spontaneous phenomenon remains unknown, though many have come to attribute either religious or superstitious meaning to the event. What is known is that with the auroras came the enrichment of aetherium ore to many celestial bodies. This ushered in the first true Galactic Aetherium Rush since the Chthonic Wars.

89 AC **AGE OF THE STARSEEKERS.** In the aftermath of the Aetherium Cataract, a new age of space exploration and technological advancement is ushered in. A new class of spacefarer is born within the crucible of these events that comes to define this age. The Starseekers.

322 AC **PRESENT DAY.**

ADVENTURE STYLES AND GENRES IN DRAKEN STAR

The Setting of Draken Star is a true blend of high fantasy and science fiction. Here both magic and advanced technology/science are not only possible, but a fact of daily life. The blending of these two traditionally conflicting aspects is integral to the world of Draken Star. The merging of magic and science gives this setting a distinct flavor. It provides an environment in which swords and sorcery can stand side by side with spaceships and firearms on equal validity and footing. It retains the feeling of a magical, fantastical world of mystery and ancient secrets while also exploring the endless possibilities of a futuristic backdrop of space travel, advanced civilization, and technological wonders. This unique encompassing of fiction also makes Draken Star the perfect setting to explore other more focused genres. Below are examples of some of these genres and how they can be implemented in your game.

SPACE OPERA

Space opera is the most obvious genre fit for the Draken Star setting. The classic genre of grand space adventure, space operas often involve interstellar wars, a backdrop of galactic empires, melodramatic, risk-taking space adventurers, and chivalric romance. Colorful and dramatic, a game in this genre is often epic in scale but personal with its characters. The heroic themes of people taking on something bigger than themselves and their struggles to prevail often shine brightly in a space opera. And though this type of story tends to be set mainly or entirely in outer space, it is often accentuated with multiple exotic and fantastical alien planets as ancillary locations. Examples of space opera settings in popular culture are: Star Wars, Dune, Tenchi Muyo!, and Guardians of the Galaxy.

CYBERPUNK

Not all planetary societies in Draken Star are utopian. A game run on a dystopian futuristic world would lend itself well to the cyberpunk genre. Cyberpunk tends to focus on the nihilistic underground of electronic society. The lives of the poor and the marginalized in a world of high-tech, futuristic technological/scientific achievements juxtaposed against societal collapse, dystopia, and decay are the major themes of the genre. Cyberpunk adventures tend to make prominent and centralize their conflict around artificial intelligence, hackers, and megacorporations. These stories often, but not always, carry atmospheric echoes of film noir and detective fiction. The scope of these adventures tends to be zoomed in to a particular location, such as a singular city or planet. Examples of cyberpunk settings in popular culture are: Blade Runner, Akira, Ghost in the Shell, and Cyberpunk 2077.

COSMIC HORROR

The universe is ancient and holds truly unknowable mysteries. Entities from beyond understood reality have made their presence felt since time immemorial in Draken Star. These beings are unaffected by time or space, and the advancement of technological power means little to them. Thus, the genre of cosmic horror fits well with this setting. This genre emphasizes themes of cosmic dread, forbidden and dangerous knowledge, madness, inconceivable entities influencing the everyday world, and the concept of fate and inevitability. Adventures in a cosmic horror game tend to focus on ancient esoteric cults, phenomena beyond comprehension, abominations of visceral and impossible features, and mysterious evidence that hints at horrific truths. The backdrop of these stories tends to be ancient ruins of alien civilizations or far-flung, inhospitable portions of dark space. Examples of cosmic horror settings in popular media are: Eternal Darkness, The Thing, Event Horizon, and the Cthulhu Mythos.

SPACE WESTERN

The galaxy is inconceivably large, with most of its star systems unexplored and uncolonized. The ever-expanding frontier of spacefaring civilization is a fitting backdrop for the Space Western genre. Space Westerns emphasize exploration specifically in the frame of space as "the final frontier." This new frontier of the galaxy is unforgiving and untamed. And trying to control it and the vast expanse of space that separates the "civilized worlds" from it is an exercise in adversity. The stories of space westerns focus on the hardship and adventure of the unexplored space frontier, independent communities struggling to endure the elements and lack of resources, and lawlessness and frontier justice. The backdrop of these types of stories tends to be frontier colonies on untamed worlds, space waystations, and unexplored space. Examples of space westerns in popular media are: Cowboy Bebop, Firefly, Outlaw Star, and The Mandalorian.

POST-APOCALYPTIC

Though many of the worlds of Draken Star belong to and are directly connected to larger interstellar nations, some planets are isolated and independent from wider galactic society. Most of these worlds have operated and flourished for millennia and will continue to do so. But if and when ruin befalls an independent world, there are circumstances where no outside help will come. Apocalyptic or Post-Apocalyptic stories are best told on these types of worlds. The themes of post-apocalyptic stories vary widely. Catastrophes such as a zombie apocalypse, cybernetic revolt, technological singularity, dysgenics, ecological collapse, pandemic, resource depletion, and supernatural phenomena can all cause the setting's current condition. Your game might take place immediately after the catastrophe, focusing on the travails and psychology of the survivors, the ways to maintain society and live together as one. Or it may take place considerably later, often including the theme that the existence of pre-catastrophe civilization has been somewhat forgotten or mythologized. Examples of post-apocalyptic settings in popular media are: Judge Dredd, Mad Max, The Matrix, and World War Z.

SURVIVAL

Space is simultaneously as vast and desolate as it is alive and dangerous. It is easy to become stranded or isolated without a means to escape, regain space-traveling capabilities, or call for help. At least not without difficulty. A survival genre game is darker than most other adventures. The themes of a survival game involve isolation and constant danger. Maybe the party is trapped on a remote science research station with a powerful and deadly monster stalking them. Or perhaps they have crash landed on a world of dangerous fauna and lethal environments with no means to restore their ship. The exact details of the isolation can vary, but the theme of survival against the odds is the core of this genre. Examples of survival settings in popular media are: Pitch Black, Alien, Subnautica, and Predator.

PULP ADVENTURE

Pulp adventure is a genre defined by its over-the-top action, fast and furious plots, and dynamism. And in a setting with space dragons, magic, laser swords, and cyborgs, pulp adventure has a cozy home in the universe of Draken Star. There is a simplistic charm to pulp adventures. While tone can range from light-hearted to grim and gritty, and the moral spectrum varies widely, in pulp fiction, the heroes are clearly heroes, and the villains are clearly villains. The plots are straightforward but earnest. Campiness and humor are highlighted by the plight of the heroes rather than muted by it. Pulp Adventure also lends itself to an episodic nature with only a thin throughline of continuity. Examples of pulp adventure in popular media are: Indiana Jones, John Carter of Mars, Tomb Raider, and Flash Gordon.

THE GALAXY OF DRAKEN STAR

The Galaxy. The great celestial body of over 10 trillion stars holds all the known peoples and worlds of Draken Star. It goes by many names. The elves have called it *O'i Aenil* since before the rise of their now-deceased God Emperor. The dragons speak amongst themselves of the ancient *Star Sea of Iodra* that they have sailed since time immemorial. The dwarves call it the *Great Morndin Smelt*, their legends speaking of a universal forge bringing forth living things from the primordial rock. But regardless of its true name, this grand system of stars, stellar remnants, interstellar gas, dust, and dark matter, bound together by gravity and the laws of nature, is colloquially referred to simply as the Galaxy.

THE GALACTIC POWERS

Numerous civilized planet states and interstellar nations populate the Galaxy. And though many of them are independent societies or, in some few cases, societies completely oblivious to the high-tech civilizations that traverse and claim dominion over the stars, most of these worlds fall underneath the governing authority of one of the so-called **Galactic Powers**. These **seven intragalactic supernations** command the majority of the explored territory of the galaxy. They wield the greatest military might, possess near-incalculable wealth and resources, and have unrivaled cultural influence throughout the galaxy.

Those who have managed to remain outside the jurisdiction of the Galactic Powers are either too insignificant to be noticed, too far inside unincorporated galactic territory to be dealt with, or incredibly politically clever, resourceful, or lucky. And perhaps all three. The Galactic Powers swallow all they touch in their gambit for never-ending expansion, and the only thing holding any of them in check is each other. All seven powers compete for resources and territory in an unending arms race that no nation can fall behind in, lest said nation one day find the legitimacy of its rule threatened.

Despite this, war between nations is rare. Centuries, and more often, millennia have passed since an all-out war between any two Galactic Powers. Their economies are too intertwined, and the cost of victory is too great for any nation to declare war on another. And rare would be a war between only two nations. Treaties and accords forged in secret and openly spin a web of connections between the seven. Declaring war on one power might, in actuality, pit one nation alone against three. But the supreme deterrent of war, above all others, is the long-standing **Ten-part Treaty of Nations.** This document, signed by six of the current seven Galactic Powers, is a long-standing legal binding outlining ten territorial, economic, and military decrees. These decrees are designed to staunchly discourage antagonism between nations. Only once has the treaty been broken, and the galaxy still reels from the aftermath of the devastation it begat.

In this section, we will introduce the seven Galactic Powers. We will give a primer on their government and general culture/population. This will be in broader strokes, introducing you to the pieces on the board and giving you an understanding of their place.

THE DRACONIC STAR SOVEREIGNTY

Ruled by the aristocracy of the **Cosmic** or **Galactic Dragons** and their **Nova King**, The Draconic Star Sovereignty is an ancient and illustrious nation. Founded nearly 70,000 years ago by the merging of the five Draken Clans, the DSS, from its inception, was and remains a galactic superpower. The might and fury of its Draconic nobility strike fear and awe into any who would oppose them. Though their number may be few compared to the dreadnought Starships and armada legions of most nations, the raw power of a single dragon can be apocalyptic on a planetary scale.

The Draconic Star Sovereignty is a constitutional monarchy ruled by two governing bodies, **The Assembly of Eldar** and the **Nova Crown**. The Assembly of Eldar is a democratically elected body of twelve Cosmic Dragons voted into office by the Draconic Aristocracy. Four of the five Draken clans are represented, each by three members. The Assembly acts as the supreme legislative body of the DSS, debating, proposing, and voting on laws to be presented to the Nova Crown. The Nova Crown is the sovereign seat and final word on all laws of the galactic power. This position is always held by the living descendants of the bloodline of the fifth clan, the **Nova Dragons.** Traditionally, the Nova Crown is always shared between a triad of Nova Dragons, but currently, only one Nova King reigns.

The Draconic Star Sovereignty is the largest of the seven Galactic Powers - holding the most territory and the most numerous populated worlds and other celestial bodies. The current census estimates the galactic population of the DSS at 2.13 quadrillion citizens. This population is spread across over 700 thousand habitable planets (roughly 10% of the habitable planets under DSS jurisdiction). This is far too many worlds and people for the central government to rule over directly. Thus, most worlds have their own planetary government (usually a 3 branch republic voted on by its citizens) that answers to the central capital, the ecumenopolis of **Neo-Arkosia.**

Though dragons rule the nation of the Draconic Star Sovereignty, they are a minority of less than 0.01% of the population. As one would imagine, a nation whose population breaks into the quadrillions is both diverse and multicultural. Countless cultures of various sentient species dwell among the worlds of the DSS. The most numerous are the proud and ancient-blooded dragonkin known as dragonborn. Humans have also flocked to and prospered under draconic rule as relations between the species and dragonkin have historically been friendly. Adding to this, the hostility shown towards humans by the Cyber Federation and Imperial Dominion has made the DSS a desirable home and invaluable ally.

THE IMPERIAL ELVEN DOMINION

Risen from the remnants of the Holy Eternal Empire in the aftermath of the **Great Sol-Novian War,** the newly formed Imperial Elven Dominion has retained its status as a Galactic Power, albeit barely. No nation involved in the Great War suffered more from its fallout than the defeated Elven Empire. Its God Emperor slain, its military decimated, the truth behind their deity's falsehood revealed, and the corrupt biological process used to genetically engineer their elven citizenry exposed, the empire fell into violent chaos. Rising from this anarchy and discord were the **Elven Exemplars,** seven imperial nobles, each with claims to the throne. Individually, the Exemplars brought order back to their territories through incredible leadership and military might. And rather than lead their factions into a seven-way civil war for the God Emperor's throne that would further weaken the former empire, they instead recognized their current plight. They came together to establish seven royal houses that would rule in tandem. Power between the houses fluctuates and changes as the realpolitik plays out between them. Still, the houses are bound together and dedicated to preserving what remains of their former intergalactic glory.

Once the mightiest and largest of the Galactic Powers, the former empire's territory has fallen to half its prior size since the Great War, but currently 1.1 quadrillion citizens across over 400,000 worlds still fall under the Imperial Dominion's rule. The majority of the citizenry are **Imperial Elves** who hold a higher status in the Dominion than other species. Not quite the ruling noble class they were in the days of the Empire, Imperial elves have kept a stranglehold on their title of **True Citizen**, keeping all individuals belonging to other species in the lower second class of **Civilian.** Though civilians would make up a majority of the populace when combined, their fractured and disparate cultures divide them into multiple minorities instead. Under Imperial Dominion rule, the most commonly found species are Firbolgs, Humans, and Halflings.

Though the capital world of Arvandar was ravaged in the Sol-Novian War, it remains the seat of power of the Dominion. Its legendary and breathtaking Seldarine trees, one of the major sources of Elven magic and power, have mostly recovered. They tower as high as skyscrapers and form the foundation and seeds of their grown cities and ship fleets. While elves dwell in the higher canopy of these trees, the civilians are relegated to dwelling in the lowest boughs and even among their roots.

THE GOBLINOID REPUBLIC OF ACHERON

While other nations were founded under near-divine emperors imposing their will on reality or the joining together of ancient draconic star clans, the galactic power of the Goblinoid Republic was birthed in blood. Long ago, before the Galactic Powers had fully formed, the goblins and hobgoblins of the galaxy were divided and leaderless. Strewn across a hundred worlds, the planetary clans warred in endless violent rivalry. Until the hobgoblin warlord **Sunderved the Black** and his elite warband began their **Blood March** across goblinspace. The Blood March was the systematic conquest of every goblin world by Sunderved, and when it was announced complete, not only did all hundred goblin worlds come to heel under the warlord, but a thousand more worlds beyond. The Goblinoid Republic of Acheron was born.

Although Acheron no longer remains the warmongering conquering nation it was in millennia past, its history is viewed with pride by its current government and people. Sunderved, though a bloodthirsty tyrant. was also a proponent of order, advancement, competition, and capability. His philosophy of continuous improvement and adaptation is still deeply reflected in goblinoid culture. In no way is this more apparent than in the Republic's constant technological advancements and inventions. Goblin tech is some of the most valued in the galaxy, often bleeding edge and only rivaled by that of the Cyber Federation. Urbanized Goblinoid worlds, though not always the most aesthetically pleasing to others, are always otherwise undeniably mechanized utopias of high technology.

The warfaring ways of their past profoundly affected the goblin way of life. Acheron remains a military dictatorship organized in an extreme stratocracy. All goblin citizens must serve in the military, and a great many remain in the service for life. The chain of command of this military climbs all the way to the ruling body of the entire galactic nation, **The Warlord** and the **Council of Nine.** The Council of Nine is composed of the nine most decorated and highest-ranking generals in the Acheron Military. They command the entire governmental and military structure and answer only to the Warlord, the commander-in-chief, who is raised up from one of their own.

The Goblinoid Republic rules an enormous galactic territory of over 400,000 worlds. They have the single highest population among the Galactic Powers of 2.3 quadrillion citizens. The great majority of these citizens are goblinoid, but humans, halflings, minotaurs, and tieflings are also commonplace within this Galactic Power's territory. Despite the fierce reputation of the Goblinoid Republic, these minority species are treated with respect and, for the most part, complete equality with the ruling species.

THE CYBER FEDERATION OF MECHANIX

When Sunderved the Black's Blood March began expanding beyond the borders of goblinspace, many peoples of the galaxy fled their home planets in terror or readied themselves for immediate surrender before the starhordes of their goblin conquerors. But the dwarven galactic nation of Mechanix and its neighboring territories refused to yield to the goblin expansionist's warpath. Instead, they banded together, forming a star federation dedicated to one purpose: forge a military power to stop the goblin starhorde in its tracks. The nascent galactic nation that would come to be called the Cyber Federation was born.

For the war effort, the dwarves lent their massive **Adamantine Calfactors** and their unrivaled metal workmanship, and the gnomes lent their unrivaled scientific and engineering expertise. Together they formed ships and weapons that matched and, in some cases, even outclassed goblin technology. It is said that during the bloody throes of the first Goblin War, Cyber Federation crafted the first true AI constructs to help them match their enemies' immense numbers. Whether this is true or not, the Cyber Federation has become home to the largest population of sentient constructs in the galaxy. These artificial beings are given full citizenship by the Cyber Federation government.

Mechanix and its territory operate as a Technocratic Oligarchy. The members of the ruling body, known as **The Encephalon**, are selected based on their expertise in a given area of responsibility. This ranges from Administrators of Technology and Law to Administrators of Agricultural Science and Infrastructure. The Encephalon writes, votes on, and passes every law that affects the galactic power. They also appoint the members of **Planetary Cerebellars** (a planetary ruling government). Cyber Federation society is also divided into four castes. To be elected into a government position in either a Cerebellar or The Encephalon, a Cyber Federation citizen must belong to the highest of these castes.

The Cyber Federation rules over a territory including roughly 350,000 worlds and has a population of 800 trillion citizens without including sentient constructs, and a population of 1.1 quadrillion if constructs are included. The majority of these citizens are dwarves and gnomes, followed by sentient constructs. Humans, lizardfolk, and tieflings comprise the largest portion of the federation's minority species.

THE UNION OF FREE STAR SYSTEMS

The most diverse and eclectic of the Galactic Powers, the Union of Free Star Systems, or UFSS**,** is an alliance of ten individual Interstellar Nations and their controlled territories. Long ago, in a galaxy full of conquering warlords and deific-like entities, many star systems began to fall to larger nations and be annexed into said nation's territory. The leaders of some of these interstellar nations read the writing on the wall and decided to act first to preserve their way of life. These civilizations formed a Union which allowed each nation to keep its autonomy intact for the most part but also allowed for a shared military, economy, and galactic government.

Since that day, the UFSS has expanded its power and territory. Many star systems and interstellar nations have negotiated for membership in the Union. Though these new additions to the Union gain a similar deal and benefit as the original ten, they technically have a second-tier membership. All nations retain autonomy over their planet or region upon membership and gain access to the economic and military benefits. However, only the original ten nations are allowed to be a part of the overseeing galactic government. This, of course, means that minor members of the Union must adhere to economic laws, emergency edicts, or executive orders issued by the Union government despite having no voice in said government.

Despite this drawback, a great many nations have happily joined the Union to their considerable benefit. Now the UFSS governs over 330,000 planets with a population of 1.4 quadrillion citizens. It is difficult to discern the majority or minority species in this system due to the sheer diversity of the population paired with the autonomy of nearly every planet. There is almost no sentient species that is not a common sight in UFSS territory save for elves, which are rare anywhere outside of the Imperial Dominion or the most recent arriver amongst the Galactic Powers, the Sanctuary Arcadia.

THE DOMINION ARMADA

Long before renegade starseekers and aether pirates sailed between the stars, there was the Armada. In the early days of galactic space travel, there were those who chose to truly live among the stars, never to set their feet on a terrestrial body save for in times of unprecedented need. Ever on the move, these nomadic guilds traveled the breadth of the galaxy and back again, gathering and using what they needed from the galaxy's near-infinite resources. They formed a myriad of subcultures, some focusing on trade and professions and others became ravagers and pirates. But regardless of their vast differences, these shipbound people all identified under one over-encompassing identity. They were the Armada.

The passing millennia have changed many things in the galaxy, and the Armada has been no exception. The rise of the Galactic Powers came to threaten the Guilds of the Armada. Many were wiped out or forced out of their traditional territories. Recognizing that their way of life was under threat of extinction, every guild across the galaxy was called together in an unprecedented event referred to as the **Great Convergence**. That day they declared themselves an independent nation: The Dominion Armada. And though they claimed the rulership of no planet, their combined held territory and massive numbers immediately made the Dominion Armada a Galactic Power in their own right.

The population size of the Dominion Armada is impossible to know as their guilds operate separately, fluctuate in size, and are always on the move. But experts estimate their total number falling between 800,000 trillion to 1 quadrillion. They govern no planet or civilizations within their territory, but they do fiercely protect their borders. Many guilds have historically been known to raid other territories with no regard for the sovereignty of other nations. Humans make up the majority of the Armada population, but all others can be found within their guilds.

THE SANCTUARY ARCADIA

Long ago, the planet Arcadia was a secret asylum on the outskirts of the galaxy for those seeking to hide from the eyes of the God Emperor and his Eternal Elven Empire. A desolate world with a hidden city of refugees and deserters. And this secret was well-guarded as they avoided imperial eyes for well over a century. But with Solastaran's death and the ensuing civil war, which tore the empire apart, Arcadia revealed itself to the greater galaxy with the proclamation that any and all displaced and aggrieved by war and the rule of tyrants were welcome within Arcadian border. "*Let Arcadia be your haven. Your sanctuary. For we have known what it is to be ruled by tyrants. We have known what it is to be sundered by war. Here you will no longer know either.*" And the huddled masses of the galaxy, especially those under former imperial rule, answered the call. The **Arcadian Exodus** had begun.

Since that day, Arcadian population and territory have expanded exponentially as the disenfranchised and disillusioned populace of both the former Empire and the Cyber Federation of Mechanix flowed to Sanctuary Arcadia. During this time, Arcadia received not just a massive influx of people, but a massive influx of resources and wealth. Few portions of the galaxy received as much aetherium from the Aetherium Cataract as the star systems in and around Arcadian control. Whether this was mere chance or through some greater design, none know for sure, but the result was an inflow of starseekers and opportunists willing to forge an alliance with the expanding Arcadian government. And as the aether flowed, so did the Arcadian economy grow.

Though it still remains smaller than any other Galactic Power, it has earned itself that distinction without dispute. Arcadia is by far the newest player in intergalactic politics and economics, but one to be reckoned with. As one would expect, its rising star has caused other Galactic Powers to both seek out Arcadia as a new ally and to rebuke it as a new rival. The Imperial Dominion, as well as the Cyber Federation have taken the latter stance, seeing the Sanctuary Arcadia as a direct threat to their own governments' validity and an open rebellion to their rule. Meanwhile, the Goblinoid Republic has taken a "the enemy of my enemy is my friend" approach and worked hard on forging a strong alliance with the new power. Strangely, the Sanctuary Arcadia has also openly negotiated with the Chthonian Concord. While other nations have treated the Chthonians with perhaps well-deserved distrust, there seems to be something serving as a bond between the Concord and Arcadia that has made the two strong allies.

Currently, the Sanctuary Arcadia governs slightly less than 200,000 worlds though the stability with which it rules these worlds varies as the new Galactic Power is still learning to manage its territory. Across these worlds, Arcadia boasts a population of 750 trillion citizens who live under the protection and government of the Sanctuary Arcadia. Though this population is quite eclectic due to the mass immigration it has seen over the last 300 years, the largest plurality of the Arcadian populace is elven. Over half of this elven populace is natural-born or Arcadian-born rather than artificially fertilized and enhanced like their imperial cousins. The other large populaces of the Galactic Power in descending order of population size are firbolg, human, gnome, and dwarf.

THE CHTHONIAN CONCORD

Long ago, the Chthonic Empire controlled a greater portion of the galaxy. They were the first to master interstellar space travel and quickly became the first and only Galactic Power holding countless worlds and having no rivals to stop their expansion. Their rule was cruel and oppressive. Using their psionic powers and strange Umbral technology, they suppressed and quelled any resistance. And they remained unchallenged for millennia. But eventually, there was an uprising led by the newly formed Elven Alliance and their magitech ships that fused their Seldarine trees with the power of aetherium. After a long and terrible war, the Alliance gained the upper hand and pushed the Chthonians back to the most far-flung corners of their empire. A truce was struck between the two sides. The Chthonians would stop all aggression and keep within their remaining borders. In return, the Chthonians were to be left in peace. And so it was that, in complete isolation, the Chthonian Empire persisted for tens of thousands of years.

This changed in the Great Sol-Novian war when the Chthonic Empire seemed to use the war to their advantage and strike at the Galactic Powers with all their might. It would later be revealed that a psionic infection dubbed "The Crawling Chaos" had afflicted over 90% of the Chthonic population. This disease, perpetrated by an elder cosmic entity the Chthonians called "Nyarlathotep," was used to enthrall the entire society. Thus, the Chthonic people became beholden to the whims and commands of this cosmic entity. Though the cause remains a mystery to this day, the mass curing of this cryptic affliction occurred inexplicably at nearly the exact moment of the God Emperor Solastaran's death.

Devastated by the Crawling Chaos and the Sol-Novian War, the Chthonian Empire was broken. Their population was decimated. What remained of the Chthonic People gathered to pick up the pieces of their shattered lives. Together they formed a new nation, the Chthonian Concord. This nation would be founded not on the isolationist practices of their past but on the belief that through collaboration and affiliation, a brighter future for both Chthonians and those they would call allies could be realized. The Concord has fallen from the category of a Galactic Power, though they retain control over much of their old imperial territories. This is due in part to their relationships with Arcadia and the DSS, who are their official allies, and in part to the uninhabitability of a great many of their star systems. Uninhabitable to non-Cthhonians, that is.

Religion in the Galaxy

It is said that long ago, before the species of the original primeworld journeyed to the stars, many gods watched over and interacted with this plane of existence. Gods of Elves, Gods of Dragons, Gods of Nature, and Gods of Law. All these gods have long disappeared from the life of mortals across the galaxy. Few know these gods existed, and even fewer can remember a single name of any of these deities. But the truth of the lost gods is known by some, even if the details are sparse.

Academics on the subject theorize that during the Prime Event, a mysterious happening that occurred over 100,000 years ago, the gods of that time and place ceased to exist in their deific state. Their bodies and consciousnesses vanished, but their divine essences remained. The divine energy left behind by the gods of old took the form of shining white crystallized stone. Godstone, later known as aetherium. Whether this was a true death for the old gods or merely a metamorphosis is unknown, as is the reason the Prime Event ever occurred. All that is known about the Prime Event is that it acted as the catalyst for the Great Diaspora of the peoples of the primeworld across the galaxy and that the gods, if gods they ever were, never returned.

The Faith of Enneanism

Where the gods of the old world had left a void, new philosophies and faiths took their place. There are godlike entities in the universe of Draken Star, both ancient and new. **Primordial Elementals**, the sentient lifeforce entity known as the **Galactic Spirit**, nascent entities of raw divine energy known as **Eidolons**, and a mysterious but powerful angelic entity called **The Azure Goddess** by some and **The Celestial Dragon** by others. But of all the organized religions in the galaxy, none are as prolific, widely accepted, and established in ancient tradition as the Ennescent Faith.

In the early centuries after the Prime Event, the peoples of the galaxy, searching for their old gods, discovered how to tap into the fundamental spiritual forces of reality. These forces, of which there are nine, are intrinsically entwined with all things, both living and nonliving. Thought, emotion, physical forms, and all the laws of physics and nature are derived from and emanate these axiomatic forces. And through a deeper understanding of these forces, one can bring themselves closer in attunement to one or more of them, and in doing so, both magic and miracles can be performed.

The early philosophers of Enneanism discovered and defined nine of these axiomatic forces, finding them to be more akin to concepts than any kind of energy. These Precepts came to define the faiths of Enneanism, and all nine have ancient, organized religious institutions built around them.

Virtue. The Precept of Virtue is the concentrated essence of Honor, Protection, and Incorruptibility. In conjunction with Law, it manifests as Justice. In conjunction with Unity, it manifests as Valor. It is the antithetical precept of Iniquity. The largest organized body dedicated to the Precept of Virtue is the **Nova Aurelian Corp**, a paramilitary religious order dedicated to upholding the teachings of Virtue throughout the galaxy.

Unity. The Precept of Unity is the concentrated essence of Harmony, Alliance, and Mutuality. In conjunction with Virtue it manifests as Valor. In conjunction with Balance, it manifests as Peace. In conjunction with Benevolence, it manifests as Camaraderie. It is the antithetical precept of Enmity. The largest organized body dedicated to the Precept of Unity is the **Church of Unity,** a clerical order devoted to the formation of bonds between people across the galaxy, whether they be marriages, alliances, peace treaties, or activism on behalf of the public.

Benevolence. The Precept of Benevolence is the concentrated essence of Generosity, Cultivation, and Nurturing. In conjunction with Unity, it manifests as Camaraderie. In conjunction with Passion, it manifests as Love. It is the antithetical precept of Dominance. The largest organized body dedicated to the Precept of Benevolence is the **Luminary Concord**, a religious organization dedicated to providing food, aid, and protection to those in need.

Law. The Precept of Law is the concentrated essence of Order, Logic, and Erudition. In conjunction with Virtue, it manifests as Justice. In conjunction with Balance, it manifests as Integrity. In conjunction with Dominance, it manifests as Civilization. It is the antithetical precept of Passion. The largest organized body dedicated to the Precept of Law is the **Sophist Court**, an organization dedicated to the studies of countless subjects ranging across the sciences, law, economics, and more.

Balance. The Precept of Balance is the concentrated essence of Temperance, Insight, and Acceptance. In conjunction with Unity, it manifests as Peace. In conjunction with Law, it manifests as Integrity. In conjunction with Passion, it manifests as Serenity. In conjunction with Enmity, it manifests as Tensity. The largest organized body dedicated to the Precept of Balance is the **Universal Ardentia.**

Passion. The Precept of Passion is the concentrated essence of Expression, Fascination, and Freedom. In conjunction with Benevolence, it manifests as Love. In conjunction with Balance, it manifests as Serenity. In conjunction with Iniquity, it manifests as Malice. It is the antithetical precept to Law. The largest organized body dedicated to the Precept of Passion is **The Seekers.**

Dominance. The Precept of Dominance is the concentrated essence of Ambition, Authority and Control. In conjunction with Law, it manifests as Civilization. In conjunction with Enmity, it manifests as Conquest. It is the antithetical precept of Benevolence. The largest organized body dedicated to the Precept of Dominion is the paramilitary order of the **Iron Legion**.

Enmity. The Precept of Enmity is the concentrated essence of Conflict, Violence, and Adversity. In conjunction with Balance, it manifests as Tensity. In conjunction with Dominion, it manifests as Conquest. In conjunction with Iniquity, it manifests as Animosity. It is the antithetical precept to Unity. The largest organized body dedicated to the Precept of Enmity is the **Brotherhood of Blood.**

Iniquity. The Precept of Iniquity is the concentrated essence of Discord, Destruction, and Repudiation. In conjunction with Passion, it manifests as Malice. In conjunction with Enmity, it manifests as Animosity. It is the antithetical precept to Virtue. There are no significant public organized bodies dedicated to the Precept of Iniquity. Though many have risen, they have always fallen either to the innate chaotic structure of iniquity's aspects or through conflict with other Ennescent organizations. Only one has survived the test of time, and it operates under secret and shadows. Shunned by all other Ennescent faiths, the **Harbingers of the Void** lurk in dark places speaking doom and spreading their ideology.

The Galactic Spirit

In a galaxy without gods and without the outer planes of old, there is nowhere for the soul to go when its mortal coil ends. In the early days after the Prime Event, spirits would toil and gather across the newly formed spiritual realm, only semi-aware of themselves or their surroundings. Eventually, these swirling vortices of spiritual energy and consciousness came together into a single collective body. The Galactic Spirit had coalesced.

Often depicted as a great bird of prey, though exhibiting some traits of other animal classifications and made of shining iridescent light, the Galactic Spirit is the personification of life and consciousness in the galaxy. All life is connected through her and when a soul passes from this life, so long as it is not claimed in some other way, it returns to her only to be reborn later. None of the druidic orders in the galaxy are as prolific and widespread as the **Circle of the Galactic Spirit.**

The Primordial Elementals

The next most common form of worship found throughout the galaxy is that of the Primordial Elementals or Primals, powerful elemental aspects anchored to single planets or star systems. These beings are amongst the most ancient known, and many have powers akin to those of the old gods. Most are sentient to one degree or another, and all shape their environment and surrounding star system to their desire. Entering a Primordial Elemental's domain is to fall under their power and their will. Though most take little interest in the presence of mortals, some find purpose and even amusement in their interactions with them. And all will defend their territory from threats with great prejudice.

As one would imagine, many cults and druidic orders have formed around the various Primordial Elementals across the galaxy, and some have managed to form bonds and receive boons from these ancient godlike entities.

THE AZURE GODDESS

The mysterious entity known as Primina, the Azure Goddess, or by some followers as the Celestial Dragon, is a newer force in the galaxy, making her presence known around the time of the Aetherium Cataract. Her followers claim that she is responsible for the Cataract event and, if those claims are true, it could spell the beginning of a new era in which the deities may return.

The Azure Goddess, for all intents and purposes, seems to be a benevolent deity. Her followers allege that she holds claim over the divine domains of Protection, Loyalty, Renewal, and Redemption. And indeed, she teaches her worshippers to protect those in need, to be born renewed from one's past, and to seek redemption through action.

Part of the confusion on Primina's status as an actual god, besides the fact that the galaxy has not seen a true deity in over 100,000 years, is that she is decidedly non-interfering in the lives of mortals. Her clerics undoubtedly have access to magic through her. However, very few actions taken by her directly have been recorded on the material plane, save for the disputed claim that she is responsible for the Aetherium Cataract. Her followers assert that this is out of necessity for two reasons. They claim the Azure Goddess awaits the rise of more of her kin and does not wish to overly affect their development. And more importantly, they claim the Azure Goddess is responsible for a protective seal on reality. This seal is her ultimate responsibility. Her followers argue that it holds back the unnamable monsters from beyond the void that would undo all of reality. There is no evidence of this claim being true.

THE EIDOLONS

A new type of entity has emerged across the cosmos. Eidolons. Strange and ethereal beings with powers of a divine nature. They vary wildly. An eidolon can be as intelligent or even far more intelligent than any humanoid, while another might be a purely instinctual being. Some are as large as buildings, while others are the size of a small creature. There are some reports of eidolons protecting communities or saving children and others of wrathful entities destroying their environment or draining the life from all creatures they come across.

Some say they are expressions of the Nine Precepts given form and others speculate that they are the old gods risen again. Not much is known about these "New Gods," but what is known is this. Almost all eidolon reports come from areas with inordinately high concentrations of Aetherium in the environment. And the closer eidolons are found to sentient life, the more powerful they tend to be.

Aetherium, also known as Godstone, is a rare and invaluable resource found in and on celestial bodies throughout the galaxy. It is recognizable by its bright white glow and its unique texture– something between metal and crystal. Aetherium is used to power aether reactors that make interstellar travel by starship possible, as well as many other advanced technologies. Some say that aetherium crystals and ore are the remnants of the bodies and power of the lost old gods of the primeworld.

CHAPTER 2:
SPECIES

The galaxy is populated by countless trillions of individuals. Species as varied and strange as the stars that fill the skies of every habitable planet. Time spent on any of the major galactic capitals such as Neo-Arkhosia, Mechanix, Syllog, or Sovereign is time immersed in an eclectic array of galactic multiculturalism. The smell of a thousand different cuisines filling the air of a major city plaza, the dazzling display of myriad shapes, colors, and hues of the people crowding the streets, and the sound of voices speaking in countless languages and dialects blending in a cacophonic and lively murmuration are all part of the cosmopolitan experience of Draken Star.

The planets of Draken Star are home to more species than we could ever hope to include in this book. These include the races from the *Player's Handbook*, though their cultures have all changed, in some cases drastically, over the course of eons. In this chapter, we have taken it upon ourselves to detail the most commonly encountered and prominent species of the major Galactic Powers. We have also included a Custom Species Builder as an optional tool. This will allow players and GMs alike to fill the galaxy of Draken Star with species and peoples of their own design. For, in a setting with hundreds of trillions of worlds, any and every variation of sentient life is likely to exist.

SPECIES OF THE GALAXY

This chapter provides detailed lore and traits for the following species:

AAURELIANS, celestial humanoids that are reincarnated souls marked by the influence of the Nine Precepts of reality.

CHTHONIANS, cephalopodic humanoids with psionic abilities and extrinsic thought processes and moral philosophies.

CYBERSOULS, non-biological, artificially sentient individuals with a myriad of forms and functions.

DRAGONBORN, draconic humanoids with the breath and pride of their dragon namesakes.

DWARVES, sturdy and stocky humanoids noted for their mechanically minded culture and robust beards.

ELVES, long-lived, graceful, and beautiful humanoids with a controversial cultural history.

FIRBOLG, kin to the lost giants, humanoids with an inherent connection to the animus of nature famously expressed through magic song.

MINOTAUR, taurian humanoids known for their amazing physical prowess as well as their unparalleled navigation skills.

NETHERBORN, humanoids descended from the fiends of the Voidharrow. Whether through curse or genetics, they display horns, tails, fangs, and other fiendish physical qualities.

WILDEN, insectile phytoid (plant-like) entities with a strong sense of community and connection as well as the ability to speak with plants and insects.

We have also Provided updated lore for:

GNOMES, small, slender humanoids with a reputation for a highly academic culture and dextrous prowess.

GOBLINOIDS, the combination of goblin, hobgoblin, and bugbear species whose cultures, though unique, are inherently intertwined.

HALFLINGS, small of stature and stout of heart, these humanoids that are at home wherever they venture.

HUMANS, adroit and adaptable humanoids with a history of being oppressed and overcoming oppression.

KOBOLDS, small, scaly, reptilian humanoids with a distant relation to dragons.

LIZARDFOLK, saurian or crocodilian humanoids with pragmatic and utilitarian mindsets.

A NOTE ON ABILITY SCORE IMPROVEMENTS AND BIODIVERSITY

The various traits and associated ability score increases detailed below showcase a common expectation for the given species. However, as the galaxy is filled with many different creatures from many different walks of life, it isn't uncommon to find variances. In lieu of the suggested ability score increases, you can choose to attribute a +2 score increase to one ability and a +1 score increase to a different ability or choose to apply a +1 score increase to three different abilities.

For a deeper customization of the species listed or to create your own, see our section titled "Custom Species Builder" at the end of this chapter for our tools on how to do so.

AAURELIANS

Eyes that glow a brilliant gold, wings of feathers and light, the feeling of a great destiny or calling, and the flashes of memories from across hundreds of previous lives- these are the shared experiences of all aaurelians.

AXIOM SOULED

All aurelians' souls are intrinsically linked to one of the nine axiomatic principles that underlie the fabric of reality. Most commonly understood as the Nine Precepts of Enneanism, these affinities hold a powerful influence over an aaurelian's personality and natural inclination. For example, an aaurelian with a soul linked to the axiomatic principle of Law might find that they are inclined to a lawful and logical mindset or disposition. While an aaurelian linked to the Axiom of Enmity might find themselves naturally inclined to a competitive or combative nature. Many aaurelians view this affinity as a calling, seeing it as their duty to pursue the principles of their nature, while others view it as an unwanted shackle upon their free will.

MEMORY OF A THOUSAND LIFETIMES

Unlike the spirits of most sentient galactic life, aaurelians exist outside the natural cycle of reincarnation through the Galactic Spirit. Instead, their souls are redirected and reborn according to the undetectable flow of the Axioms. This unique cycle of birth and rebirth preserves some of the memories of lives past. Though these memories are often fractured and hazy, they give many aaurelians amazing insight and wisdom beyond their years. Through a careful and precise ritual, an aaurelian might take steps to better preserve their soul's memories through the rebirth process. Aaurelians that do this are capable of pursuing goals that may take more than a single lifetime to accomplish.

AAURELIAN NAMES

Aaurelians can be born to parents of any sentient species in the galaxy and will take physical appearance, culture, and naming conventions from said species. Those who embrace their axiomatic nature or have a strong recollection of their previous lives, though, may choose to change their names to better reflect their aaurelian heritage. These names tend to be non-gendered and expressive of an aaurelian's calling.

NAMES: Aemulator, Fidelus, Honestus, Unum, Pacificus, Benignus, Libertas, Malum, Tyrannus.

AAURELIAN TRAITS

As a creature with a soul intrinsically tied to your past selves and the Nine Precepts, you gain the following traits:

ABILITY SCORE INCREASE. Your Wisdom score increases by 2, and your Charisma score increases by 1.

SIZE. Aaurelians are typically as tall as most humanoids and stand 5 to 6 feet tall in adulthood. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CELESTIAL ASCENT. As the embodiment of a Divine Precept, you can call upon this celestial power to take flight. As a bonus action, you can call forth spectral wings and grant yourself a flight speed equal to your walking speed. These wings can be dismissed as a bonus action.

SUPERNAL RESISTANCE. Thanks to your celestial lineage, you can withstand the holy energies of the galaxy. You are resistant to radiant and necrotic damage.

AXIOM SOULED. Each aaurelian's soul is interlaced with the essence of one of the axioms of the Nine Divine Precepts and is born with an affinity to magic accordingly. Choose a Precept to be born under. Beginning at 1st level, you can cast the spell associated with your Precept, as detailed in the table below, once per long rest using this ability. The spellcasting DC or attack bonus for this spell uses either Wisdom, Intelligence, or Charisma (your choice). If you have the ability to cast spells, you may cast this spell using a spell slot of 1st level or higher, as well. This spell does not count against the number of spells you receive from your class.

LANGUAGES. You can speak, read, and write Universal and Celestial.

PRECEPT	SPELL
Balance	*protection from evil and good*
Benevolence	*cure wounds*
Dominance	*hellish rebuke*
Enmity	*bane*
Iniquity	*inflict wounds*
Law	*command*
Passion	*heroism*
Unity	*shield of faith*
Virtue	*divine favor*

CHTHONIANS

Chthonians are a psionic people of otherworldly psychology. Their perception of time is non-linear, their sense of memory is collective, and their experience of consciousness is multifarious. Their species originates from a dimension outside of time and space where the laws of physics and logic differ greatly from the known universe. But through eons passed, the galaxy has become as much a home for them as for any other species. Though they often thrive in and inhabit environments inhospitable to any other form of life, they are a part of the galactic ecosystem, not separate from it as their predecessors once exhorted.

ALIEN MINDED

The tentacle-draped visages and milky white ovoid eyes of the chthonians might mark its alien biology as what it is, but this is merely a distinction of physical characteristics. The true otherworldly nature of the chthonian is not found in its cephalopodic appearance but in its psychology. The division between past and present is almost non-existent to chthonians as they experience things as if they are both currently happening and have already happened. This infinite experience has a *profound* effect on the chthonic mind. For one, most chthonians have an eidetic memory. All things a chthonian experiences are a continued experience that is not so much remembered as it is simply ever-apparent. It has also given chthonians a bizarrely detached demeanor. Even the greatest misfortune can be normalized with continuous exposure. This is useful in that remaining calm and collected under what would be extreme pressure for another is effortless for them. On the other hand, members of other species can become alarmed by a chthonian's lack of emotional response or awareness in certain delicate situations.

RECLAIMING THEIR SELF-DETERMINATION

Chthonians are not completely unshakable in their stoic detachment, though. The recent decimation of their species by a mentally assimilating outer entity known simply as The Crawling Chaos has left the chthonians devastated as a people. This, paired with their long-held "memories" of their ancient oppressors beyond time and space, has given the chthonians an oddly empathetic link to the other species of the galaxy. Seeing that they can no longer afford to remain separate from other galactic civilizations and feeling a kinship with the other species who suffered alongside them in the Sol-Novian War, a new age has dawned for the chthonic people. The shackles of both their ancient traditions and the subjugation by their old gods have been cast off. The chthonians navigate their own course into the future now.

CHTHONIAN NAMES

Chthonians usually speak to each other in telepathic streams of consciousness that defy the concept of called names. When in regular contact with other species, though, the designation of a calling name is usually used for the convenience of both parties. These names come in two distinct mental approaches. A chthonian might find it most logical to use a name that draws upon the written chthonic language, a syllabic script with over 1000 sounds. These names are often difficult for other species to pronounce due to being designed for chthonian oral cavities. A more socially aware or considerate chthonian might instead decide to use a word in the Universal language that describes a unique personal characteristic. This can be a color, number, location, object, or any manner of thing that the chthonian feels a personal connection with.

CHTHONIC NAMES: Ghrudhretl, C'thycteh, Kthadhre, D'ibr'gne, Iazaolpo, Iktholdilb.

UNIVERSAL NAMES: Cyan, 732, Ilsen, Scoria, Starlight, Puzzle, Hydrangea, Trinket.

Chthonian Traits

Your psionic, otherworldly physiology grants you the following traits:

Ability Score Increase. Your Intelligence score increases by 2, and your Constitution score increases by 1.

Size. Chthonians are typically taller than most humanoids, though lithe in stature, and stand 5 1/2 to 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Telekinesis. You know the *mage hand* cantrip. You can cast it without verbal or somatic components, and the spectral hand you create is completely invisible. Additionally, as a bonus action, you can assail the mind of another creature you can see within 60 feet of you. The target must make an Intelligence saving throw or suffer 1d4 psychic damage and be restrained until the end of their next turn. The save DC for this ability is equal to 8 + your Intelligence modifier + your proficiency bonus. The damage of this feature increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Mental Discipline. Due to the alien nature of your mind and the innate protection your psionic abilities provide, you have advantage on saving throws against being charmed or frightened and have resistance against psychic damage.

Telepathy. As a chthonian, your natural language is non-verbal. As such, you can speak telepathically to any creature within 60 feet of you. The creature can understand you only if you share a language.

Languages. You can speak, read, and write Universal and Chthonic. Chthonic is a non-verbal language only spoken and understood telepathically, as the Chthonians did not develop speech until discovering other species in the galaxy that required verbal communication.

CYBERSOULS

The original sentient constructs were forged by the nascent Cyber Federation in their desperate gambit to ward off the expansionist conquerors of the Goblinoid Republic. The intent was to create artificial soldiers capable of complex tactics and critical thinking while being reproducible to replace destroyed assets. What was actually brought forth into existence was something far more profound. The ability to construct a processing unit capable of more than the mere processing of data and application of commands and routines, but fully and inherently capable of self-awareness, growth, and individuality. The production of these Soul Cores, though originally done with careless abandon, has now become extremely closely regulated. Bringing sentient consciousness into this reality is now done only under the most careful of deliberation.

LOGICAL, BUT NOT BIOLOGICAL

Cybersouls fit into galactic society in a unique capacity. Biologically immortal, not required to intake sustenance or water, and capable of comfortably existing in environments hostile to life, cybersouls are in no way required to participate in the ongoing experiment of civilization. A choice many do, in fact, make. Capable of surviving off of stellar or aether energy, many cybersouls spend their immortal existences in quiet solitude and introspection. They can soar amongst the stars experiencing the wonders of nature and reality, or spend millennia meditating upon their existence or some deep and complex mathematical or philosophical theorem. Those who do choose to be a part of society do so as an active and deliberate choice, and not out of some biological desire to procreate, pool for resources, or evolved need for social connections.

FORM AND FUNCTION

Form informs function. Function demands form. None understand this as well as a cybersoul. The original cybersouls were designed from the biased perspective of bipedal humanoids. The Cyber Federation required mechanical soldiers, and they built their mechanical soldiers to reflect their biological soldiers. Bipedal, humanoid in shape, four flexing digits with opposable thumbs, and outfitted with high-tech weaponry. They performed their intended function extraordinarily well. As millennia have passed, fewer cybersouls have been created and those that have have been given alternative forms from that of soldiers. Some cybersouls recognize the unique opportunity to choose their form and function with endless possibilities. These cybersouls tend to stray far away from the bipedal humanoid model. And beyond the form of the body, some cybersouls have chosen to choose their form of mind. Using advanced software and programming, they can give themselves augmented intelligence or even a chosen personality and emotional response more akin to that of a biological life form. The forms and functions of the cybersoul are truly endless in possibility.

CYBERSOUL NAMES

The name of a cybersoul, like all other aspects of it, performs a function. It is a designation, a communication, and an expression. Though all cybersouls are given a designation number upon creation, usually registered with the cybersouls nation-state government, they rarely use this number as their called name. Instead, cybersouls choose their name. There is no customary coming-of-age moment or ceremony in which this occurs. Each cybersoul chooses their name at a time and place they deem appropriate. Most choose names from the culture in which they choose to spend their lives. But one naming convention that stands out amongst cybersouls is the tendency to give themselves a name with a definitive article. This may be a way of expressing the uniqueness of their individual self. A way of expressing that they are not simply themself but are the only themself that there is.

NAMES: The Guildmaster, The Helm, The Willow, The Deacon, The Lotus, The Ward.

CYBERSOUL TRAITS

Your mechanically constructed body grants you the following traits:

ABILITY SCORE INCREASE. Either your Strength or Constitution score increases by 2, and either your Intelligence or Wisdom score increases by 1.

SIZE. The constructed bodies of cybersouls are typically the average size of a humanoid. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

BUILT-IN ARMOR. Thanks to your fortified metal alloy body, you have natural armor. Your base AC is 13 + your Dexterity modifier.

CYBERNETIC BEING. You have proficiency in the Cybernetics skill.

CONSTRUCTED BODY. As a cybersoul, you are freed from the needs of an organic body. You do not require food or water, do not need to breathe, and do not require sleep during a long rest. In addition, you are immune to disease.

CYBERNETIC ENHANCEMENT. You gain one cybernetic augmentation of common or uncommon rarity.

LANGUAGES. You can speak, read, and write Universal and one other language of your choice.

DRAGONBORN

Proud and imposing, the dragonborn of Draken Star have a reputation as high-and-mighty and self-important amongst the rest of the peoples of the galaxy. Their prominent draconic physical traits remind all who interact with them that though they may be mere humanoids, dragonborn are truly born of the dragon and, as such, bear an intrinsic connection to those ancient, primordial entities.

IMPERIOUS MAJESTY

Unlike most other species in the galaxy who can only trace their lineages and national histories back to a vague and general timeframe within the war-ravaged Epoch of Blood, dragonborn, with the assistance of their dragon-kin, have records of their descendancy going back as far as the Epoch of Stars when the Five Dragon Clans ruled over great swathes of the galaxy. This long and storied history is a badge of pride to many dragonborn who see the Draconic Star Sovereignty as galactic power of true legitimacy, as is the nation's long-standing opposition to the historical oppressors of the galaxy, the former Holy Elven Empire. A dragonborn's pride is a thing of legend. Almost a tangible majestic presence, both daunting and inspiring, this pride has led countless dragonborn down the road of hubristic tragedy and just as many ascending to the higher echelons of greatness.

Astral Dragon-Kin

As the millennia passed after the advent of the Prime Event, the dragons of the galaxy began to slowly change. The inherent magical energy held within the soul of every dragon began to reflect the new order of the universe. Rather than mirroring the environmental elements of their old home, they began to embody the power and energy of the celestial bodies instead. Thus were born the first astral, or galactic, dragons. In time, this metamorphosis began to express itself amongst the dragonborn vassals of these astral dragons. This transition continued over the course of epochs until five new draconic types were reflected in dragons and dragonborn. Meteor, Stellar, Pulsar, Void, and Nova. Each reflects a different aspect of the astronomical structure of the galaxy. Though some dragonborn are still born with the ancient ancestry traits, most Draken Star dragonborn are born with one of the five galactic dragon traits.

Dragonborn Names

Dragonborn are given names with either ancient draconic or astrological roots. Their surnames are derived from the ancient dragonlord their family served in the days of the Dragon Clans.

Draconic Names: Davrax, Cadrirth, Yter, Tyzzynth, Imiss, Maildrem

Astrological Names: Astrid, Aurelia, Cosmo, Eclipse, Parallax, Zenith

Dragonborn Traits

Your draconic nature has shifted over the millennia alongside your greater dragon ancestors, granting you the following traits:

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Size. Your height and stature as a dragonborn are largely unchanged from your ancestors. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Resistance. You gain resistance to the damage type associated with your draconic lineage (as detailed in the table below).

Dragon Breath. As part of your action when making an attack, you can replace one of your attacks with the exhalation of magical energy. Your draconic lineage determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d10 damage on a failed save, and half as much damage on a successful one. The damage of this feature increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

You can use this breath weapon a number of times equal to your proficiency bonus. You regain all expended uses after a long rest.

Draconic Presence. As an action, you can activate your Draconic Presence. When you do, choose any number of targets within 30 feet of you that you can see. Make either a Charisma (Intimidation) check DC 12 or the target's charisma score (whichever is higher) or a Charisma (Performance) check DC 12. If you make an Intimidation check, on a success, the target is frightened of you until the start of your next turn. If you make a Performance check, on a success, all target's have advantage on their next attack roll or saving throw. Once you use this ability you cannot do so again until you benefit from a short or long rest.

Languages. You can speak, read, and write Universal and Draconic.

Dragon Type	Damage Type	Saving Throw	Area of Effect
Meteor	High Impact	Strength	15-foot cone
Nova	Plasma	Dexterity	30-foot long, 5-foot wide line
Pulsar	Laser	Dexterity	30-foot long, 5-foot wide line
Stellar	Radiant	Constitution	15-foot cone
Void	Force	Dexterity	15-foot cone

DWARVES

The roar and searing heat of colossal adamantine calfactors, starships of unrivaled engineering and metallurgical materials, planetary megalopoli of breathtaking scope and design, and absolutely unsurpassed beardsmanship. These are some of the defining characteristics of galactic dwarven society. The dwarves of Draken Star have come a long way from the subterranean stone-centric civilizations of their forebears.

FORGERS OF THE FUTURE

On the planet of Mechanix, capital world of the Cyber Federation, adamantine ore is smelted and forged into the hulls of starcrafts and components of advanced weaponry. The most esteemed universities in the galaxy educate the next generation in cybernetics, engineering, and robotics. The machine of industry churns out technological wonder after technological wonder. This is the legacy of the mechanian dwarves. It all began tens of thousands of years ago when the Blood March threatened the very survival of dwarf-kind. And in the face of annihilation and subjugation, dwarven inventiveness and innovation won the day. Now, two epochs have passed, and still, the reputation of dwarf-made technology is nothing less than first class.

ADAMANTINE CIVILIZATION

Adamantine is one of the "mythical" metals of the galaxy. Only behind Umbrium and Aetherium in its mystique and unique properties. It is both the hardest and most heat-resistant metal known in the galaxy. It never rusts or degrades with time. And to this day, it can only be utilized to its full potential by the Mechanian dwarves and their adamantine calfactors. It is thus that the dwarves of Draken Star live and die by this burnished slate-colored metal. Their streets are paved with it, their buildings infused with it. They wield weapons and armor of adamantine as well as adorn themselves in jewelry and trinkets of the same. It makes the dwarven Cyber Federation an invaluable trade partner and extremely useful political ally. And it has made Mechanix the single wealthiest planet in the galaxy.

DWARVEN NAMES

Traditional dwarven names have remained relatively similar to those of the days of yore. The traditional dwarven first name is usually syllabic (2 to 3 syllables), with primarily a's and o's broken up by harsh consonants. Dwarven surnames are usually clan names. A clan name is generally a compound word involving an astronomical body or technological term with a noun or verb.

NAMES: Aldrick, Volodin, Ingvar, Broddr, Fondraeda, Brylna.

CLAN NAMES: Starbrand, Planetfall, Sunfire, Rocketsunder, Technobuster, Hypernova

MECHANIAN DWARF TRAITS

In addition to traditional dwarves, which have adapted to the changing times over the millennia, a new subset of dwarves has emerged - the mechanian dwarves. As a mechanian dwarf, you gain the following traits:

ABILITY SCORE INCREASE. Your Intelligence score increases by 2.

ADVANCED TECHNOLOGY. Thanks to a culture of high technology and a general embrace of mechanical engineering, Mechanian dwarves possess an in-depth knowledge of mechanical work and their histories. In lieu of Stonecunning, mechanian dwarves are considered proficient in the Engineering skill and add double their proficiency bonus to any checks related to the history or origin of manufactured machines.

HANDY WITH A WRENCH. Mechanian dwarves' deep understanding of machinery gives them an edge in any engineering bay or mechanic's shop. Whenever you attempt to repair or craft a non-magical mechanical device, you have advantage on the associated skill check.

ELVES: ARCADIAN

For millennia, the genetic manipulation process of exposing elven offspring to high levels of aetherium radiation to produce the modern version of the species was a complete secret, even to the major elven population. Those outside of the higher echelons of authority were indoctrinated to believe that the elves' immortality, super-humanoid strength and agility, and other unnatural gifts were boons from their god emperor. But no secret is perfectly kept. Over thousands of years some few discovered the truth of what was done to elf offspring in birthing labs across the empire. And with that, rumor of the truth spread. Those elves, horrified by this truth, often sought to abandon the empire and birth natural children far from the emperor's watching eye. It was with a gathered group of these anti-imperial elves Arcadia was established.

FORMER RESISTANCE MADE NATION

Once a small resistance faction of imperial deserters and anti-imperial groups, the arcadian elves have completely branched off from the old Holy Elven Empire and established themselves as the newest Galactic Power. The Sanctuary Arcadia. Here natural born elves have dwelt and flourished for four generations. No longer genetically altered by the experimentation of their forebears, arcadian elves are more reminiscent of the ancient elves who originally ventured to the stars. And now, after the events of both the Sol-Novian War and the Aetherium Cataract, they have led their new nation to expansion to multiple worlds, opened their borders to all who resist the empire or are in need of a home, and founded a culture of balance with nature and technology that adheres to the ancient lost ways of elfkind.

TO LIVE LONG AND PROSPER

As with their long forgotten ancestors, arcadian elves are taught to seek harmonious balance within themselves and with the world around them. From an early age they are shown the virtues of order, integrity, love, and honesty and the opposing forces of chaos, inequity, hatred, and deceit. Arcadian elves see these forces as part of the natural world and existing constantly in all peoples and living creatures at all times. An unbalance in one's emotions and ethos can lead to great calamity, both personal and external. But with a true realization of self and balance between these forces one can find the path to a long and prosperous life. The elves of new are not the elves of old, and yet, they are of a kind.

ARCADIAN ELF NAMES

The naming conventions of the arcadian elves has, much like the arcadian elves themselves, branched away from imperial tradition. That being said, it still retains the imperial custom of honoring one's parents albeit in a more inclusive manner. Unlike imperial elves, arcadian elves do take surnames. The importance placed on familial and communal connection is far greater in arcadian society. But like imperials, arcadians still follow the old tradition of following one's name with that of their parents. In the case of arcadian names, both parents are awarded the honorific instead of strictly the one in higher societal standing.

NAMES: Arcadion Galanthur, Son of Arcadia, Son of Archeon. Teema Ertoris, Daughter of Vaaleer, Daughter of Talor.

Arcadian Elf Traits

Raised amongst the harmonious and resilient peoples of Arcadia, you gain the following traits:

Ability Score Increase. Your Intelligence score increases by 1, and your Wisdom score increases by 2.

Size. Your height is typically that of the average humanoid - between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Trance. Elves do not sleep. Instead, they meditate deeply, remaining semi-conscious, for 4 hours a day. The Universal word for this meditation is "trance." While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Preserving Arcana. Due to the teachings promoting a balance of spirit and the preservation of life pervasive in Arcadian culture, you know the *resistance* cantrip. Once you reach 3rd level, you can cast the *shield* spell once with this trait and regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *prayer of healing* spell and regain the ability to do so when you finish a long rest. You may choose between Intelligence or Wisdom to use as your spellcasting ability for these spells. These spells do not count against the number of spells you receive from your class.

Song of Arcadia. As a bonus action, you can activate your Song of Arcadia, you must be able to use verbal components and cannot be deafened to use this ability. When you activate this ability, your armor class increases by 1 and your movement speed increases by 5 feet. This ability, once activated, lasts for 1 minute. Once you have used this ability you cannot do so again until you finish a long rest.

Languages. You can speak, read, and write Universal and Elvish.

Elves: Imperial

Before the rise of the Galactic Powers. Before the Blood March of Sunderved the Black. Before even the Five Dragon Clans had ever dreamed of their future alliance. There was the Holy Elven Empire. Under the command of their deified God Emperor, the Imperial elves led the galaxy out of the dark, Forgotten Epoch of chthonian rule into a new Epoch of Stars. But as happens so often to those who find themselves in a position of power, the Elven Empire eventually became that which they had once fought against. Though now greatly diminished from their previous status as the mightiest galactic nation, the newly risen Imperial Elven Dominion carries the terrible history of oppression their predecessors laid out before them. This reputation continues to foster a deep tension and resentment between the imperial elves and the rest of the galaxy.

Genetic Experimentation

The elves of the old empire were the scourge of the stars. Genetically engineered to be supernaturally enhanced in all physical and mental aspects, these biologically immortal supersoldiers conquered almost half the known galaxy. But with the death of their God Emperor in the Great Sol-Novian War and the ensuing civil war that broke it apart, the Empire has now lost its ability to maintain a genetically enhanced population. A large population of these super-elves still remains, mostly in positions of power both military and government. And due to their biological immortality, they will likely remain a presence in the Imperial Elven Dominion for some time. Now though, new generations of unaltered imperial elves have begun to rise in power and prominence. Though for some, the search for rediscovering the old method of elven genetic engineering continues.

Shadow of the Empire

Everywhere in imperial elven culture looms the shadow of the old empire. The government led by the seven Elven Exemplars seeks to reattain the former glory of their imperial age. The people struggle with their newfound natural mortality and the loss of ancient imperial magics they once were masters of. Those who reject the culture of the old empire must grapple with the genocidal past of their nation-state and deep-seated fascism many in the Dominion still engage with. Old enemies of the Empire regard the Dominion with wary eyes, ever distrustful of their former nemesis. Old allies consider them with predatory eyes, always searching for a way to better exploit their no longer one-sided relationship. And the rise of the Sanctuary Arcadia is considered a mark of shame by many imperials. It is a reminder of their failure and of the great irreparable schism that exists between elf-kind.

IMPERIAL ELF NAMES

The traditional imperial elven naming convention is a patronymic/matronymic system. This convention indicates the parent of the child and not the historic family lineage. An elf is given a name by one of their parents and then a title denoting the name of the parent and the child's relationship to that parent. These are most commonly gendered in nature. Traditionally, elves considered to be sons are named patronymically, and elves considered to be daughters are named matronymically. Those who do not wish to gender the naming of their children will denote their child as their progeny rather than as a son or daughter. In this case, the title given is either patronymic or matronymic.

NAMES: Dennathar Son of Annaduir, Maldaria Daughter of Malena, Ikeshia Progeny of Ithirae

IMPERIAL ELF TRAITS

Raised in the remnants of a militaristic and genetically modified society, you gain the following traits:

ABILITY SCORE INCREASE. Your Dexterity score increases by 1, your Intelligence score increases by 1, and your Constitution score increases by 1.

SIZE. Your height is typically that of the average humanoid - between 5 and 6 feet tall. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CONSISTENT COMPETENCE. You gain proficiency in one extra skill of your choice.

AETHERIUM RESIDUUM. Due to centuries of treatment using aetherium to enhance your ancestors, you retain some resistance to chemicals that would otherwise be deadly. You gain resistance to poison damage and have advantage on saving throws against being poisoned.

BATTLE AWARENESS. Trained from a young age to be ready for combat at any given moment, you are always poised for an attack. You gain advantage on Initiative rolls and checks against being surprised.

IMPERIAL EDUCATION. Raised in a society where magic is as pervasive as everyday skills and knowledge, you are proficient in Arcana and know the 1st level spell *detect magic*. Your spellcasting ability for this spell is Intelligence. You can cast this spell using this ability once per short rest. This spell does not count against the number of spells you receive from your class.

LANGUAGES. You can speak, read, and write Universal and Elvish.

FIRBOLG (GARDENERS)

The universe is permeated with invisible flows and ley-lines of reality-defining principles. These currents ebb and flow and intermingle in infinite intricate interactions that create the universe of Draken Star. Some are able to translate this axiomatic information into song. But the Gardeners, everywhere they go, can hear the songs that the universe sings.

SINGERS OF SONGS

The songs the Gardeners can hear in the stones of the earth, the flow of water, and the light of stars, are more than simple patterned information. These are songs of ancient primordial power and magic, and the firbolgs who can go a step beyond and invoke these songs can tap into that power. These songs can control the elements, sway the hearts of crowds, and even command the flow of life energy. The songs of the universe are complex and ever-changing, though. Not every time a singer attempts to sing can a song be found. It is usually more reliably done in groups called choirs. Choirs are the main tribal unit of Gardeners and tend to be a gerontocracy where the Elders of the community govern. Choir groups can not only more easily connect with songs, but they may invoke much more complex and powerful songs as well. Many wonders of the galaxy have been brought into existence by the songs of the Gardeners. The most famous are the ancient elder Seldarine Trees of the imperial capital of Arvandor.

NOMADS OF THE STARS

Until recent historical events, the majority of Gardeners lived under the rule of the imperial elves. Then known as Singers, this was an oppressive existence where their people were given few civil rights and were used by their elven overlords as wardens of the tree hearts of their starships. Since the fallout of the Great Sol-Novian War and the Elven Civil War that followed, most of these singers were either broken free by Arcadian and Draconic Star Sovereignty forces, or freedom was won by those brave enough to stand up and take it. Those who are now free have mostly congregated around the teachings of a mysterious entity known as **She of Splendor and Grace**. This patron of the newly named Gardeners has shared with them "the old ways" of their people. The ways of wood and stone and water. And some have even taken on the lost tradition of nomadic travel. Seeking new places and people in need, and teaching those who will listen of the old ways.

Firbolg (Gardener) Names

Up until recently, firbolgs took elven names or names closely associated with elven names. But since their freedom has been won, they have gravitated to establishing their own cultural norms and traditions. As such, new firbolg find themselves giving their children names pertaining to nature and natural things.

Names: Riverwind, Goldmoon, Bluefall, Hazelheart, Starpetal, Wildsky.

Firbolg (Gardener) Traits

Your natural affinity to the songs of the universe and its inhabitants grants you the following traits:

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Size. Your height is typically much taller than the average humanoid - around 7 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Mellifluous Voice. You have advantage on Performance (Charisma) checks when singing.

Commune with Nature. Your ability to intuit the needs and desires of plants and animals has manifested in magical ability. Beginning at 1st level, you know the *speak with animals* spell and can cast it without expending a spell slot. When you reach 5th level, you also learn the *speak with plants* spell and can cast it without expending a spell slot. You can cast these spells using this feature once per long rest. These spells do not count against the number of spells you receive from your class.

Healing Song. The songs of the worlds around you echo through you and empower your voice. As a bonus action, you can begin singing in your natural language and choose to heal one ally within 30 feet of you for 1d8 + your Wisdom modifier on your turn. You can continue to sing this song and target a creature to heal for up to 1 minute as a bonus action on your turn as if concentrating on a spell. Once you use this ability, you cannot do so again until after you have finished a long rest.

Languages. You can speak, read, and write Universal and Firbolg..

Minotaurs

Most minotaurs can be found on their homeworld, the red world of Akretus. Though this world fell long ago to Sunderved the Black's Blood March conquest, the hobgoblin warlord was so impressed with the military acumen and fighting spirit of the minotaurs that he agreed to let them continue to govern themselves and have a place of honor in the Goblinoid Republic if they would join his Blood March. The minotaurs of Akretus governed themselves in a kratocratic fashion at the time. A society where honor and might came with the power to lead. So when Sunderved offered them this deal, the majority of minotaur-kind felt honor-bound to accept. Now, millennia later, Akretus has become a major cornerstone in the Goblinoid Republic's power structure. Minotaurs serve as valuable members of the military, Akretian trade vessels are the backbone of the Republic's economy, and the modern-day civil rights afforded to all citizens of the Goblinoid Republic, goblin or not, have well-suited the minotaur people.

Natural Navigators

In the early years of the Forgotten Epoch, every species was forced to adapt to the galactic expanse that was now their home. Perhaps the most surprising development of this challenge was that it was the minotaurs who were one of the earliest adopters of space travel. Sailors on a starlit sea, minotaurs are almost legendary for their seemingly natural-born capability of navigation and vessel piloting. Their reputation is such that trade vessels often pay top dollar for experienced minotaur navigators. Few can plot a starship's course with as few aether jumps regardless of obstacles. And many minotaur seem to have a preternatural sense for when a normally safe flight plan might run into trouble. It is said that this ability may be the evolution of the ancient minotaur's labyrinthine recall, for what is space travel, but the finding of one's way through a maze of terrestrial objects, gravity wells, burning balls of plasma, and jets of radioactive energy bursts.

Championborn

Though they are no longer the war-glorifying culture of their early civilization, the warrior culture of minotaurs still endures to this day. Ideals of glory and the romanticization of ambition and competition run strong in many a minotaur. It is not uncommon to find groups of minotaur mercenaries for hire by any government or corporation willing to pay them. There are also the stereotypes of the minotaur athlete and the minotaur gladiator that persist to this day. Whatever a minotaur endeavors to do, they are often encouraged and pushed by their elders to aim for the top. Sometimes this is a healthy mentality of

"if something is worth doing, then it is worth doing well," and sometimes, this can be a toxic mentality of "nothing less than the best is acceptable" or "winning is the only thing that matters." How a minotaur grapples with their culture's take on success is their own personal challenge.

Minotaur Names

Minotaurs remember those of their species who accomplish great deeds. And one of the chief ways in which they honor their mighty ancestors is through the carrying on of their names to the next generation. Whether a great warrior, a legendary pilot, a generational athletic talent, or a renowned starseeker, those who have had their name inked in the chronicles of history are kept as namesakes for the minotaur people who name their children after these figures in the hopes that they find equal or greater glory.

Names: Korack, Kaz, Manrus, Pythia, Hippolyta, Maegara.

Minotaur Traits

Your natural born ambition and starseeking drive grant you the following traits:

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Your height is typically much taller than the average humanoid - between 7 and 8 feet.
Your size is Medium.

Speed. Your base walking speed is 30 feet.

One Last Strike. Resolute not to fall without taking someone with you, you make sure to get in one last swing of your weapon. When you are reduced to 0 hit points, you can use your reaction to make a melee weapon attack on a creature within range. Once you have used this feature, you cannot use it again until you have finished a long rest.

Boundless Vitality. When spending hit dice to recover hit points, you gain a +1 bonus per hit die spent.

Home Among the Stars. Minotaurs are most at peace in the depths of space and navigate with ease. You are proficient with navigation tools and have advantage on checks to navigate when aboard starships.

Languages. You can speak, read, and write Universal and Minotaur.

NETHERBORN

Not all places in the galaxy can be reached by starship. Indeed, some whisper of a place only reachable by an esoteric ritual known as the Midnight Path. It is a place that lies in the space between stars and beyond the horizon of all black holes. It does not follow the rules of this reality. It is a fragment of a relic of a bygone era. This place is most widely known as the Voidharrow. And deep within this alternative plane of existence, the fiends of the galaxy make their home. Immortal and inscrutable, the fiends of the Voidharrow often consort with mortals in pursuit of their own ends. Though most of these contacts are, in one way or another, an exchange of the mortal's soul for some fiendish favor, some of these consortations develop into trysts. And the children born from such trysts, as well as their children's children and so on, are, more often than not, semi-fiendish humanoids come to be called netherborn.

SCIONS OF THE VOIDHARROW

Long ago, beings of this particular origin were referred to as tieflings, but as their nature changed and expanded, so did the name change. The fiends of the Voidharrow are not the same as they once were and neither are their progeny. The Voidharrow is home to four fiendish Lords of Hell, and from them are derived the four fiendish lineages. All netherborn are tied to one of these four lineages. The Infernal line of Kaeboroos, the Daemonic Line of Interitus, the Eldritch Line of Xersotos, and the Cimmerian Line of Silouros. Each of these lines has given rise to correlating types of netherborn whose physical traits as well as supernatural abilities, reflect their ancestral heritage. Though no netherborn is necessarily connected to the Voidharrow or its denizens, fiends tend to favor alliances and deals with their mortal kin. Those who do collaborate with fiends tend to act as their agents in the galaxy proper.

FIENDS, FRIENDS, AND FREEDOM

Due to the nature of the netherborn's relation to fiends and the Voidharrow, they are often met with distrust or superstition by the more close-minded denizens of the galaxy. Having the physical traits of a monster can make others or even a netherborn themself struggle to see anything other than a monster in them and their ilk. Most netherborn outright reject the implications of their fiendish heritage. They are people who seek their own happiness and freedom amongst the stars. They are friends to some, foes to others, and are not defined by an alignment or association with evil enigmatic beings from another dimension. But some embrace their fiendish heritage whether through an innate sense of nihilism, a reaction to the rejection of society, or some other reason. These netherborn choose to join the ranks of the Voidharrow and their unending plot to conquer the stars.

NETHERBORN NAMES

A netherborn's name is widely dependent on the culture into which they are born. For example, those born in a Cyber Federation territory might be given names from dwarven or gnomish culture. Some might grow up to resent these names if the environment in which they were raised was unkind or unaccepting of them. In this case, a netherborn might take on a name with origins tied to the languages of the Voidharrow, or they may choose a name more representative of who they wish to be.

FIENDISH NAMES: Zirromon, Kezgodath, Aezsha, Carillea, Arigus, Kholesh.

FREE NAMES: Rebel, Zen, Impulse, Destiny, Halo, Nova

NETHERBORN TRAITS

The wildly varying biomes of your home planet system grant you the following traits, depending on your place of birth:

ABILITY SCORE INCREASE. Your Constitution score increases by 1, your Intelligence score increases by 1, and your Charisma score increases by 1.

SIZE. Your height is typically that of the average humanoid - between 5 and 6 feet tall. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FROM BEYOND THE RIFT. Due to the vastly different ecologies and cultural influences of the Voidharrow's terrestrial bodies, you may gain different traits based on the planet of your lineage's origins.

ELEMENTAL EXPOSURE. Based on your netherborn ancestry, you gain the following resistances:

INFERNAL. You gain resistance to fire damage.

DAEMONIC. You gain resistance to cold damage.

ELDRITCH. You gain resistance to poison damage and are immune to the poisoned condition.

CIMMERIAN. You gain resistance to necrotic damage.

NETHER MANIFESTATION. In addition to your natural resistances, you also gain the following ability based on your netherborn ancestry:

INFERNAL. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *scorching ray* spell once. You must finish a long rest to cast these spells again with this trait. You may choose between Charisma, Intelligence, or Wisdom to use as your spellcasting ability for these spells. These spells do not count against the number of spells you receive from your class.

DAEMONIC. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *bane* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *enthrall* spell once. You must finish a long rest to cast these spells again with this trait.You may choose between Charisma, Intelligence, or Wisdom to use as your spellcasting ability for these spells. These spells do not count against the number of spells you receive from your class.

ELDRITCH. You know the *acid splash* cantrip. Once you reach 3rd level, you can cast the *inflict wounds* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *acid arrow* spell once. You must finish a long rest to cast these spells again with this trait. You may choose between Charisma, Intelligence, or Wisdom to use as your spellcasting ability for these spells. These spells do not count against the number of spells you receive from your class.

CIMMERIAN. You know the *chill touch cantrip*. Once you reach 3rd level, you can cast the *unseen servant* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *ray of enfeeblement* spell once. You must finish a long rest to cast these spells again with this trait. You may choose between Charisma, Intelligence, or Wisdom to use as your spellcasting ability for these spells. These spells do not count against the number of spells you receive from your class.

LANGUAGES. You can speak, read, and write Universal and one language of your choice between Abyssal, Infernal, or Deep Speech.

WILDEN

After the Prime Event, there was a great dispersion of aetherium throughout the galaxy. As with all elements, the distribution of aether ore was not uniform. Some star systems were left bereft of the divinely charged material, while others were found to be rich in it. And on some worlds, the aetherium came to rest in the upper soil of continents destined to become the home of great forests, like endless seas of trees. The aether-rich soil greatly nourished these trees, and over the course of millennia, the divine energy of the godstone gifted sentience and ambulatory forms to the flora of the now-ancient woods. These phytoids came to be known by the broader populace of the galaxy as wilden.

AWOKEN OF ANCIENTS

Compared to many other species of the galaxy, wilden are a nascent species. Despite this, wilden have a reputation for possessing deep and venerable wisdom. The wilden themselves believe this is because they are all awoken from forests truly ancient and aware. When a wilden is born, they carry a vestige of their mother-tree's sagacious spirit. Furthermore, many wilden believe that the nature of their awakening is that of transcendental purpose. Wilden believe they have been awakened by the universe itself in reaction to a growing threat moving across the galaxy. What this threat is is not entirely understood or agreed upon. Is it the non-stop spreading of resource-using, nature-destroying civilization? Or is it the encroaching ambitions of the fiends of the Voidharrow perched on an invasion of the natural plane of existence? Or is it in answer to the unknowable horrors beyond even the realms of the fiends that seek to undo reality itself? Who can say?

COLONY COMMUNITIES

Wilden communities usually take the form of immense continent-spanning hives or colonies. These colonies live in perfect equilibrium with the forests they dwell in. They protect the forest from external dangers, including disease, fire, natural disasters, encroaching civilizations, and hostile invaders. In return, the forest provides all the wilden need to flourish beneath its boughs. There is often a powerful metaphysical link between a wilden and the forest from which they awaken. Wilden have been known to sense great danger to their home, even lightyears away. There is also a similar, if somewhat weaker, connection between wilden of the same colony. Wilden from the same colony can recognize a deep kinship immediately upon sight. Furthermore, all wilden appear to be able to communicate complex thoughts and ideas via pheromonal diffusion. To a non-wilden, this would appear functionally the same as telepathy. Wilden can communicate in this way with many types of plants and insects throughout the galaxy as well.

WILDEN NAMES

Wilden do not usually have spoken names amongst their own communities. A traditional name is not the most pragmatic thing in a society where very little spoken communication is necessary. As such, a wilden's true name is usually a stream of complex thoughts difficult to translate directly into words. Wilden who do bother to take a spoken name usually choose a name that can roughly translate to the greater part of their wilden name.

WILDEN SPOKEN NAMES: Emerald Wind, Ivy, Bending Branch, Dapple, Rain, Mossheart, Leaf.

Wilden Traits

Your plant-like nature and quadrupedal stature grant you the following traits:

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Size. Your height is typically that of the average humanoid - between 5 and 6 feet. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Photosynthetic Metabolism. As a creature of the deep forests, your needs for sustenance differ from those of a humanoid. You do not need to eat as long as you spend at least 1 hour a day in direct sunlight.

Adaptable Respiration. Where most species rely on an oxygen-rich environment to survive, you do not require oxygen to breathe naturally. However, all rules of suffocation still apply when isolated in a vacuum (such as the depths of space).

Fruit Bearing Branches. You know the spell *goodberry* and can cast it as a 1st level spell once without expending a spell slot. Additionally, you learn the spell *entangle* at 3rd level and can cast it once without expending a spell slot. Finally, you learn the spell *spike growth* at 5th level and can cast it once without expending a spell slot. You must finish a long rest to cast these spells again with this trait. Wisdom is your spellcasting ability for these spells. These spells do not count against spells gained from your class.

Languages. You can speak, read, and write Universal and Wilden.

OTHER SPECIES OF THE GALAXY

GOBLINOIDS

The goblinoids of Draken Star are actually three distinct subspecies that have a shared culture and history. Goblins, hobgoblins, and bugbears. The shared origin has bonded these three cultures in a way that no other two species in the galaxy quite emulates. While the humanoids of the galaxy fall to bickering and in-fighting, the goblins remain a united front. While rival nations of dwarves, humans, and elves vie for territory and resources, the goblin hordes protect and provide for their own. The fraternity of goblinhood is ingrained in every mind of the citizens of the Goblinoid Republic from a young age. This is not due to some xenophobic dogma or a philosophy of goblin exceptionalism. This tradition is carried down from goblinoid history by those determined to never repeat the past. For this united goblin society was not always so.

FROM WARTORN TO WARBORN

Some say that the Epoch of Blood is named for the rising tensions and conflicts between the newly formed Galactic Powers on their rise to prominence. Some say that this 38,000-year span is named for the bloodshed and violence the goblinoids of the time unleashed on each other and their neighboring nations. Originally divided into thousands of tribes across the "Hundred Worlds," the planetary clans of goblinkind warred in endless violent rivalry. Until the hobgoblin warlord Sunderved the Black and his elite warband began their Blood March across all of goblinspace. The Blood March was a systematic conquest of every goblin world by Sunderved, and when it was finally announced complete, not only did all Hundred Worlds come to heel under the warlord, but a thousand more worlds beyond. The Goblinoid Republic of Acheron was born. Though the goblins of today's galaxy still carry a robust militaristic streak, it has become tantamount to anathema to sow discord or devise fracture within goblin society for fear that another Blood March could ever come to pass.

INGENIUS INNOVATORS

Apart from the strong military culture of goblinoid society, the most notorious aspect of their culture is the nearly unrivaled production of high technology. This tenacity for technological advancement stems from the days of the Blood March. Better technology meant more powerful weapons, better transport for logistics, and better intel gathered by computers and AI. Though that time is long past, what has been left over from their warmongering history is the overwhelming drive to excel, innovate, and "win." Goblins tend to be extremely competitive and their understanding and innovation of tech and magitech is a badge of pride for most.

GOBLINOID NAMES

Despite their strong fellowship, bugbears, goblins, and hobgoblins all have their own sub-cultures. And one of the places this is most often expressed is in their naming conventions. Goblins tend to favor single-syllable names with a strong emphasis on glottal consonants and the mashing together of consonant sounds. Hobgoblins, on the other hand, rarely have names less than two syllables long, and the pronunciation of these names is nearly always clearly divided by two strong vowel sounds. Finally, bugbears follow no syllabic trends but do strongly favor fricative and percussive consonants.

GOBLIN NAMES: Wrekz, Janx, Styct, Gnefz.

HOBGOBLIN NAMES: Glondok, Vokedel, Drodag, Vagneg.

BUGBEAR NAMES: Zark, Ghavrank, Khork, Rorgolk

GNOMES

When the scope of existence expanded beyond the possibilities of a single planet to the possibilities of an entire galaxy, none met this paradigm shift with the level of exuberance and inquisitiveness as gnomes. Small in stature but enormous in breadth of ideas, the gnomes of Draken Star are noted for their endless curiosity and drive to know and understand. It is because of this and their part in the founding of the Cyber Federation that gnomish institutes and academic establishments have a reputation for holding the highest level of education attainable in the galaxy. This reputation is, of course, debated by the Goblinoid Republic and unacknowledged by the Elven Arcanum, but remains a reputation all the same.

GIZMOS AND GADGETS

While the goblins of the Hundred Worlds fell and joined the Blood March of Sunderved the Black one by one, the gnomes of Draken Star organized an early resistance with their dwarven cousins. While the dwarves brought to the table their precious adamantine ore and massive calfactors for forging it, the gnomes provided unparalleled academia. With dwarven resources and physical power, the gnomes put their theoretical knowledge to the test creating countless technological wonders to defend their newly formed galactic nation from the onslaught of goblin conquest. It is said that the gnomes were responsible for the very first truly sentient artificial beings during that time. Today, the gnomish academia of the Cyber Federation retains its reputation for developing bleeding-edge tech. Most gnomes of the galaxy are knowledgeable about computers and tech to some degree.

UNIVERSALLY CURIOUS

The nimble hands and cunning minds of the gnomes are not limited to technology and the sciences. Their legendary curiosity extends to high magic. The fundamentals of magitech were initially developed by conjoining these educational spheres on gnomish worlds. And those gnomes without a penchant for the educational system can find that their curiosity is one of adventure and exploration. Many a starseeker vessel is crewed by gnomish crewmembers and captained by gnomish captains, ever peering toward the stars, hungry to find new worlds and new adventures.

GNOME NAMES

Gnomes, particularly those within the Cyber Federation, have a naming convention informed by their own or their family's ancestral line of study and education. A family of traditional botanists might name their progeny terms related to botany. A gnome who pursues a career in physics or astronomy might name their children in terms of those fields as well. This is seen as strange by many other cultures, but gnomes see it as an endearing tradition. Why would you not name your most loved one after one of the things you are most passionate about in your life?

GNOME NAMES: Watt, Joule, Candela, Flora, Photon, Aero.

HALFLINGS

The halflings of Draken Star are likely the most prolific species in the galaxy. Welcome amongst almost all other civilizations; halflings are notorious for going wherever their hearts lead them. For some, that is making a home amongst the dragonborn of the Draconic Star Sovereignty or the peoples of the Union of Free Star Systems. For others, it is living a nomadic life amongst the Dominion Armada. And still, for others, the life of a starseeker is most desirable. With so many places to see and cultures to experience, how could anyone ever choose just one place to spend their lives?

FORTUNE FAVORS THE BOLD

Halflings are an unnaturally bold and brave lot, especially for ones of their size. This unintuitively serves them quite well in a galaxy full of species and monsters much larger and more dangerous than themselves. Part of this is the serendipitous bit of luck all halflings seem to uncannily possess, and some of it is the fact that being able to exist or thrive in such a hostile environment requires a level of fierce bravery and even outright reckless fearlessness. If one were to let one's smallness of stature define their ability to succeed, one would hardly leave the house, let alone take part in the greater galactic society. And who would want that? Certainly not the halflings of Draken Star. No, for the halflings of Draken Star, fortune favors the bold. And if you really think about it, in a galaxy and universe so vast and immense, pretty much all of us are rather small, aren't we?

HOME IS WHERE THE HEART IS

Halflings may be infamous for their bravery and adventurous spirit, but they are also quite notorious for their love of comfort and the small pleasures of home and happiness. Halflings delight in good food, entertainment, a cozy bed, fine drink, and finer conversation. And wherever they choose to make their home, these things tend to accompany them. This may be one of the many factors that have made halflings so welcome by the other species and civilizations of Draken Star. It's hard not to become fond of a neighbor or shipmate that brings a warm smile, an eager ear, and a good time with them wherever they go.

HALFLING NAMES

Halfling families have a tendency to reach eyebrow-raising sizes. Indeed, halfling family reunions are a thing of legend to witness, as depending on the family in question, entire convention centers can be booked up for the event. This is, of course, due to a few factors. One is that no halfling would miss their own family reunion. That's tantamount to anathema. And of course, friends are invited too. And their loved ones. And anyone you meet on the way there that seems like they'd enjoy it. All of this is to say that family is important to halflings, as are their family names.

HALFLING NAMES: Jak, Vander, Wrinna, Calla, Oslan, Lene.

FAMILY NAMES: Farstrider, Blackmoon, Starcloak, Sky-heart, Twinkletoes, Earthshine.

HUMANS

No species in the history of the galaxy has had more general misfortune or faced more hardship than humans. None alive now know how their kind fared before the Prime Event, but since that day, humanity has been a ship adrift on stormy seas. Divided and leaderless, humanity has often fallen to infighting and the egotistical pursuit of self-interest. This left the species vulnerable when dealing with the rising Galactic Powers. These interstellar contacts often resulted in humanity being conquered and assimilated or outright oppressed.

A HARSH HISTORY

Humanity's cycle of internal divisiveness leading to civil unrest, political corruption, then societal collapse, followed by the opportunistic abuse and coercion of more powerful galactic nations, continued through the Epoch of Blood. Across the galaxy, humanity had been relegated to second-class citizens at best and, in the case of the Holy Elven Empire, slaves at worst. But after nearly 60,000 years of oppression and ostracization, the galaxy was graced by the first human-led coalition to rise to the political power level of a Galactic Power. The Union of Free Star Systems became a bonfire of safety in the dark and hostile galaxy for humankind. Today the largest concentration of human citizens exists in this Galactic Power.

INDOMITABLE SPIRIT

Despite the tragic history of humanity, the species has proven to have a stalwart spirit that somehow thrives in the face of challenge and remains defiant against their presupposed lot in life. In spite of their disadvantaged position amongst the other societies of the galaxy, there is no facet of expertise, field of study, endeavor, or enterprise in which humanity has not made itself known as a force to be reckoned with. Their sheer adroit ambition and ability to collaborate when their visions align have kept the human spirit both inspired and indomitable in a galaxy filled with powers that be that would crush it.

HUMAN NAMES

Humanity's naming conventions have and likely always will be as varied and plenteous as the individual humans that exist. They are heavily dependent on culture, customs, and personal beliefs.

NAMES: Alain, Darnell, Riana, Piao, Hoang, Kaphiri, Nassor.

KOBOLDS

While the dragons of Draken Star dominate their surroundings through sheer size, majesty, and power, and the dragonborn hold high the pride of their draconic heritage and history, the kobolds of Draken Star form the foundational bedrock of draconic society. As the largest populace of the three draconic species, kobolds form the brunt of the society's workforce and are too often dismissed as the mere grunts of the Draconic Star Sovereignty. Though they may appear to lack the political power of their larger brethren, the sheer number of kobolds paired with their uncanny ability to coordinate in great numbers when the mood strikes them would dictate otherwise. The Nova Crown and Assembly of Eldar know well to keep their citizens' well-being ever at the forefront of their governing. And in return, the kobolds serve as valued citizens of the Draconic Star Sovereignty.

BENEATH DRAGON WINGS

The unwritten pact between dragons and kobolds dates back to time immemorial. No one knows how and when the symbiotic relationship began, only that though the details of the relationship have changed over the course of tens of thousands of years, the principle remains the same. Protection, security, and comradeship. Historically, to kobolds, dragons have always meant safety and abundance. Few things are ever a match for a true dragon, and few beings have as much knowledge or wealth they might share with those they hold close. In the ancient days, a dragon might receive service, companionship, and a sense of stewardship in return for protection and subsistence. Now this pact takes form in the model of planetary kings and civilians. But the dragons remain ever protective of their tiny relatives, and kobolds remain ever awed and inspired when their dragon-kin soar overhead.

SMALL BUT SCRAPPY

Those who know little about kobolds might make a few assumptions about them. They might assume they are rather puny and pathetic, slaves to their bigger cousins and mere minions or cannon fodder of draconic society. That same individual might find their worldview shattered by an elite military squad of kobold dragoons infiltrating and neutralizing an enemy dreadnought, or a kobold commanding a trade vessel with a primarily dragonborn crew, or the kobold science and engineering enterprises that are responsible for Pulsar Dragon cybernetics and dragonforged warship design. Kobolds may be small, but they also tend to be scrappy, smart, and self-determined.

KOBOLD NAMES

Kobolds generally opt for simplicity rather than ostentation when it comes to names. Like kobolds themselves, kobold names are born small, and it's up to the individual to make that name "bigger" through deeds and ventures when they get older. Some kobolds take this idea a bit more literally than others, actually adding titles and additional monikers to their names when they accomplish something they deem worthy of identifying with.

NAMES: Arix, Galax, Kashak, Irtos, Taklak, Varn.

SELF-TITLES: The Cipher, The Lightfinger, The Aeronaut, The Bruiser, The Inexorable.

LIZARDFOLK

The lizardfolk of Draken Star are a unique case for a galactically prominent species. They have no central government or planetary seat of power. They have never kept close records of their histories. And none really know just how many of them exist in the galaxy, including themselves. This is for two major reasons. The first is the fact that though lizardfolk are as intelligent as any other species, they are pragmatic to a fault and very often in possession of a complete lack of sentimentality. Their pragmatism does not usually extend beyond themselves and their own needs. Thus, actions that make incremental progress toward a hypothetical future greater societal benefit are simply not in their nature. The second reason is more of a theory. No one knows where the original planet of lizardfolk exists in the galaxy, but it is theorized that the modern lizardfolk known today can likely trace their history back to indigenous pre-starflight societies or tribes that made contact with post-starflight civilizations. These contacts, however they occurred, likely brought some of these indigenous lizardfolk off of their homeworld and into the greater galaxy.

STAR SURVIVALISTS

Regardless of how the lizardfolk did or did not make their way into galactic society at large, make their way they did. And it would seem that their incredible pragmatism and utilitarian mindset have served them well. The galaxy is a cold and unforgiving place, fraught with danger and hostile environments. But to the equally cold and calculating mind of a lizardfolk this is no different than when their ancestors braved the unforgiving and hostile swamps and jungles of their world. Use the tools you have, make the tools you need, ally with those who can offer you an advantage, and neutralize threats to one's own survival. The lizardfolk of Draken Star have made a name for themselves as the premier starfaring survivalists.

COLD BLOODED COLLABORATORS

The unemotional mindset of lizardfolk has the tendency to make other species a bit unnerved when working with them, and at times many have become outright distrustful and accusatory. These individuals often fear that without a sense of conventional morality or emotion, how can they trust this person not to betray or stab them in the back at their earliest convenience. This outlook is often extremely misguided. While yes, in a life or death situation in which a choice must be made between your survival and theirs, most lizardfolk would kill first and never even think about it again, many individuals of other species would do the exact same thing. The fact is that the lizardfolk mindset of utilitarianism and pragmatism leads them to be amongst the greatest collaborators in the galaxy. It is almost always more beneficial for people to work toward a goal than against each other. Most lizardfolk consider this to be common knowledge.

LIZARDFOLK NAMES

Lizardfolk tend to be as unromantic in naming conventions as in most other aspects of their lives. The childbearing and rearing process being both a biochemically driven instinct as well as the practical concept of bringing future collaborators into one's life, lizardfolk names tend to be quite literal and to the point. A lizardfolk born with an extra long back frill might be named Longfrill. A lizardfolk born with uniquely blue scales might be named Bluescales. Though they are most often named in their own language, the meanings behind the names remain the same.

NAMES: Longfrill, Bluescales, Nighteyes, Swimswam, Smallfang, Greentail.

CUSTOM SPECIES BUILDER

The galaxy is enormous and holds trillions of worlds that can and do support life. A galaxy so vast is impossible to fully catalog in the confines of this book. Though the previous species covered in this chapter are the most prominent in intergalactic society, they are far from the only species found in the many worlds and terrestrial bodies of space. There are countless uncontacted worlds and smaller interstellar nations and provinces populated by just as many alien species. Below is our Custom Species Builder, which will allow players and GMs alike to fill the galaxy of Draken Star with species and peoples of their own design. For, in a galaxy with hundreds of trillions of worlds, any and every variation of sentient life is likely to exist.

To use the Custom Species Builder below, we have broken down each of the species traits you will be choosing from to create your own people to explore the galaxy with.

ABILITY SCORE INCREASES. You may choose between either a +2 score increase for one ability and a +1 score increase for a different ability or choose three ability scores to increase by +1 each.

AGE. Species throughout the galaxy can live anywhere from a few decades to several centuries. Choose what feels most appropriate for the species you have created.

SIZE. Most creatures in the galaxy are either Small or Medium. Choose one accordingly.

SPEED. If your species' size is Small, the average speed is 25 feet. If they are Medium, the average speed is 30 feet.

LANGUAGES. Choose two languages for the species to speak. Typically one of these languages is Universal - a common tongue across many worlds and the official trade language of most peoples who trade across cultures.

FEATURES. When choosing what makes your species unique and what kind of special abilities they have, we have broken our features down into four different categories - Primary, Secondary, Utility, and Bonus. **Pick one feature from Primary, Secondary, Utility, and Bonus** to complete your species features list.

VARIANT FEAT RULE. In lieu of selecting a Primary Feature, you may choose one Feat that does not increase your ability score in its place (up to GM's discretion).

PRIMARY FEATURES:

ADHERING CLIMB. You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free.

AGGRESSIVE. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

AMORPHOUS. You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You also have advantage on ability checks you make to initiate or escape a grapple.

BUILT-IN ARMOR. Your base AC is 13 + your Dexterity modifier.

BURST OF AGILITY. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

CELESTIAL FLIGHT. As a bonus action, you can call forth spectral wings and grant yourself a flight speed equal to your walking speed. These wings can be dismissed as a bonus action.

CHARGE. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the same target.

COMMUNE WITH NATURE. Beginning at 1st level, you know the *speak with animals* spell and can cast it without expending a spell slot. When you reach 5th level, you also learn the *speak with plants* spell and can cast it without expending a spell slot. You cannot cast these spells using this feature again until you finish a long rest. These spells do not count against the number of spells you receive from your class.

CONSTRUCTED FORM. You have the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Demoralizing Cry. As a bonus action, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Dense Armor. Your shell provides ample protection. It gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Energy Projectile. You are able to project an energy source from your body, whether this is a breath attack, eye beam, or some other projectile source.

- When you take the Attack action on your turn, you can replace one of your attacks with this energy attack.
- The damage type of this attack is decided at character creation and can be one of any damage type except slashing, bludgeoning, or piercing.
- The Energy Projectile can either project in a 30-foot line that is 5 feet wide or a 15ft cone. This is decided at character creation.
- Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type chosen. On a successful save, it takes half as much damage. The damageof this feature increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).
- You can use your Energy Projectile a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Fruit Bearing Branches. You know the spell *goodberry* and can cast it as a 1st level spell without expending a spell slot. Additionally, you learn the spell *entangle* at 3rd level, and *spike growth* at 5th level. You can cast each of these spells once without expending a spell slot using this feature before requiring a long rest. Wisdom is your spellcasting ability for these spells. These spells do not count against spells gained from your class.

Group Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Healing Song. As a bonus action, you can begin singing in your natural language and choose to heal one ally within 30 feet of you for 1d8 + your Wisdom modifier on your turn. You can continue to sing this song and target a creature to heal for up to 1 minute as a bonus action on your turn, as if concentrating on a spell. Once you use this ability, you cannot do so again until you have finished a long rest.

Innate Magic. You know a cantrip other than Eldritch Blast. When you reach 3rd level, you can cast a level 1 spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast a 2nd level spell once and regain the ability to do so when you finish a long rest. Your spellcasting ability for these spells is charisma, intelligence, or wisdom. You decide the spellcasting ability at character creation. These spells do not count against spells gained from your class.

Long-Limbed. When you make a melee attack on your turn, your reach is 5 feet greater than normal.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

One Last Hit. When you are reduced to 0 hit points, you can use your reaction to make a melee weapon attack on a creature within range. Once you have used this feature, you cannot use it again until you have finished a long rest.

Pervasive Arcana. Raised in a society where magic is as pervasive as everyday skills and knowledge, you are proficient in Arcana and know the 1st level spell Detect Magic. Your spellcasting ability for this spell is Intelligence. You can cast this spell using this ability once per short rest. This spell does not count against spells gained from your class.

Poisonous Skin. Any creature that comes into direct contact with your skin must succeed on a Constitution saving throw or become poisoned for 1 minute. The save DC for this ability is equal to 8 + your Constitution modifier + your proficiency bonus. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature that has succeeded on a save against this effect is immune to this feature for 24 hours.

Psychic Scream. As an action, you assail the mind of another creature you can see within 60 feet of you. The target must make an Intelligence saving throw or suffer 1d4 plus your Intelligence modifier psychic damage and be restrained until the end of their next turn. The save DC for this ability is equal to 8 + your Intelligence modifier + your proficiency bonus. This ability's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Relentlessness. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Remarkable Leaper. As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Retaliation. When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack against that creature. Once you use this feature, you cannot do so again until you finish a short or long rest.

Staunch Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Teleportation. As a bonus action, you can teleport using magic or inbuilt technology up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

Terrifying Roar. As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your Constitution modifier + your proficiency bonus. Once you use this trait, you can't use it again until you finish a short or long rest.

Visceral Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Secondary Features:

Barbed Hide. Your body is covered in barbs, thorns, horns, or some other piercing protrusions. Whenever you are grappled or are grappled by another creature, that creature takes 1d4 piercing damage at the start of its turn.

Boundless Vitality. When spending hit die to recover hit points, you gain a +1 bonus per hit die spent.

Brave. You have advantage on saving throws against being frightened.

Breathless. You can hold your breath indefinitely while you are not incapacitated.

Combat Honed. You gain advantage on Initiative rolls and checks against being surprised.

Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Damage Resistance. You have resistance to a damage type other than bludgeoning, piercing, and slashing.

Dogmatic Embodiment. Thanks to your celestial lineage, you can withstand the holy energies of the galaxy. You are resistant to radiant damage.

Elemental Warding. Starting at 5th level, as an action, you can channel elemental energy to protect yourself. For 1 minute, you become immune to a damage type chosen at species creation (slashing, bludgeoning, and piercing damage excluded.). Once you use this trait, you can't do so again until you finish a long rest.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Glide. You have ray-like fins, extending membranes, or vestigial wings that you can use to slow your fall or allow you to glide. When you fall and are not incapacitated, you can subtract up to 100 feet from your fall when calculating your fall damage and can move horizontally 2 feet for every 1 foot you fall.

Integrated Armor. You gain a +1 bonus to Armor Class.

Integrated Weaponry. You can stow a one-handed weapon in each arm and draw it as a free action on your turn. Weapons stowed in this way are undetectable by mundane means.

Magic Resistance. You have advantage on saving throws against spells.

Mental Fortitude. You have advantage on saving throws you make to avoid or end the charmed or stunned condition on yourself.

Mental Discipline. You have advantage on saving throws against being charmed and have resistance against psychic damage.

Natural Armor. You have tough, scaly, or chitinous skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Natural Camouflage. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Nimble. You can move through the space of any creature that is of any size larger than yours.

Opportunistic. You have advantage on attack rolls against any creature that is surprised.

Prehensile Appendage. You can grasp things with your trunk, tail, or tentacle. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your GM might allow other simple tasks to be added to that list of options. It can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Quick Footed. Your base walking speed increases by 10 feet.

Quick Reaction. You can add your proficiency bonus to your initiative rolls.

Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Robust. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

Sturdy Feet. You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.

Swift Climber. You have a climbing speed equal to your walk speed.

Swim Speed. You have a swimming speed of 30 feet.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Trance. You do not sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. After resting in this way, you gain the same benefit as if you had 8 hours of sleep.

Vigilance. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Vocal Mimic. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Waylay Strike. If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.

Utility Features:

Apperceptive. You have advantage on saving throws against illusions.

Arcane Lore. Whenever you make an Intelligence (History) check related to spells, magic items, or things of arcane nature, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Armor Training. You have proficiency with light and medium armor.

Astrological Lore. Whenever you make an Intelligence (History) check related to astronomy, physics, or space travel, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Combat Training. You have proficiency with 2 simple weapons and 2 martial weapons of your choice.

Deductive Discernment. When you make an Intelligence (Investigation) or Wisdom (Insight) check, you can roll a d4 and add the number rolled to the ability check.

Dramatic Flourish. When you make a Charisma (Performance) or Dexterity (Sleight of Hand) check, you can roll a d4 and add the number rolled to the ability check.

Home Among the Stars. You are proficient with navigation tools and have advantage on checks to navigate when aboard starships.

Hunter's Instinct. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Illumination. You can shed either dim light in a sphere of 20 feet, or bright light in a sphere of 20 feet and dim light for a distance of 40 feet. You can switch between the options as an action.

Incisiveness. You have advantage on Investigation and Insight checks.

Limited Flight. Starting at 5th level, you can use a bonus action fly for a limited time. For 1 minute, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

Magnanimous Presence. When you make an Intimidation or Persuasion check, you can do so with advantage once per long rest.

Natural Adaptability. Where most species rely on an oxygen-rich environment to survive, you do not require oxygen to breathe naturally. However, all rules of suffocation still apply when isolated in a vacuum (such as the depths of space).

Naturalistic Lore. Whenever you make an Intelligence (History) check related to zoology, botany, or geology, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Sentient Photosynthesis. You do not need to eat as long as you spend at least 1 hour a day in direct sunlight.

Skilled: You gain proficiency in two skills of your choice.

Speak with Small Beasts. Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

Technological Lore. Whenever you make an Intelligence (History) check related to magitech, mechanical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply.

Telepathic Mind. You can send telepathic messages to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

Tool Proficiency. You gain proficiency with a tool of your choice.

Bonus Features:

Amphibious. You can breathe air and water.

Beastly Bond. You have proficiency in the Animal Handling Skill.

Cantrip. You know a cantrip (Eldritch Blast not included.)

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deft Movability. You gain proficiency in the Acrobatics Skill.

Discerning Intuition. You have proficiency in the Insight Skill.

Extra Language. You can read, speak, and write one additional language of your choice.

Keen Senses. You have proficiency in the Perception skill.

Menacing. You gain proficiency in the Intimidation skill.

Natural Affinity. You gain proficiency in the Nature skill.

Natural Athlete. You have proficiency in the Athletics skill.

Naturally Stealthy. You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.

Natural Weapons. You have claws, fangs, talons, or some other appendage that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing, piercing, or bludgeoning damage.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Sharp Eye. You gain proficiency in the Investigation Skill.

Sneaky. You gain proficiency in the Stealth skill.

Survival Instinct. You gain proficiency in the Survival skill.

CHAPTER 3: CHARACTER OPTIONS

THE STARSEEKERS OF DRAKEN STAR

Starseekers - a term coined to describe the countless wayfarers who spend their lives trekking across the endless stars in pursuit of fame, fortune, and discovery. Some champion them as paragons, braving danger in search of new worlds and resources. Others malign them, seeing them as nothing but treasure-hunting outlaws and aether pirates. But whether heroes or villains, starseekers share a certain gravitas about them. These brave, free-spirited souls pursue their dreams along starways that most dare not travel. And in doing so, some find their fortune.

There are many factions, governments, faiths, and god-like entities vying for influence and power across the galaxy. But this group, in particular, holds itself separate from the politics and scheming of the powers that be. Or perhaps it should be said that others at large hold this group apart, as starseekers hardly see themselves as a group at all. Though the starseekers of Draken Star share a title moniker, they rarely share much else in common.

A starseeker's motivation is their own and can vary as widely as the number of individuals who embrace the starseeker banner. A Bounty Hunter patrolling the frontier worlds to keep fringe communities safe from pirates. A Machinist aboard an exploratory mining vessel searching for new planets rich with aetherium. A Cosmic Soul Sorcerer hired as arcane muscle for pirates smuggling contraband across unincorporated galactic territory. The spirit of the starseeker is the spirit of freedom. Freedom to blaze their own trail and live life how they choose. Though player characters may choose what factions they do or don't belong to, most will likely fit the vague but compelling profile of a starseeker.

BARBARIAN

A hulking minotaur wielding a colossal, super-kinetic maul smashes the titanium shell of an armored assault mech. As it crashes to the ground, no longer operable, he bellows out a thunderous warcry and charges the remaining squadron of machines. The maul begins to glow a subtle red from the heat of its impacts as each mech crumbles beneath the minotaur's strikes.

A dragonborn reaver unsheathes her two aether blades as an arachnodrake rushes her and her companions. With a grimace-like grin, she lets the intoxicating rage consume her. The whirl of her blades unleashes in a flurry. The monstrosity is slain, and the dragonborn stands in both victory and blood.

Much has changed over the millennia across the galaxy. Empires rise and fall. Technology ascends to ever greater heights. But the rage of war and the barbarian's primal vigor remains ever the same.

PATH OF THE PRIMORDIAL CHAMPION

While the civilizations of Draken Star march onward in the name of advancement and progress, many barbarians have chosen to remain rooted in their ancient ways. Tying themselves spiritually to nature and rejecting overreliance on technology, these barbarians have come to see themselves as champions of a dying way of life. They see the ultimate expression of primordial rage personified in the Primals, ancient elemental entities of god-like power. In communion with these Primals, Primordial Champions are granted access to the Primal's churning elemental vortex while they rage.

PRIMORDIAL WRATH

At 3rd level, Primordial Warriors learn to harness the five Primordial Elements and are empowered by their rejection of modern life. After a long rest, choose a Primordial Element to empower your abilities - ice, flame, storm, stone, or wind. This Primordial Wrath is associated with a specific damage type, as detailed in the table below.

Primordial Wrath	Element
Flame	Fire
Ice	Cold
Storm	Lightning
Stone	Acid
Wind	Thunder

While raging, your Primordial Wrath manifests, giving you the following traits.

- Elemental Attack. Your damage rolls for melee weapon attacks increase by 1d6 damage of your chosen Primordial Element type.
- One with the Elements. You gain resistance to damage of the Primordial Element type you have chosen.
- Primordial Wave. As an action, you can unleash a wave of primordial energy in a 10-foot radius centered on yourself. All creatures in the radius must make a Dexterity saving throw or suffer 2d6 damage of the Primordial Element type you have chosen for the day. The DC for this save equals 8 + your proficiency bonus + your Constitution modifier. You can only use this ability once per long rest.

Primordial Fury

Beginning at 6th level, your efforts to harness primordial energy have grown to new depths. These ability increases are as follows.

- You can cast the *thaumaturgy* cantrip. Its effects are influenced by your Primordial Wrath. You can cast this spell even while raging. If you cast this spell while raging, your rage does not end that turn, even if you do not make an attack or take damage that round.
- Your Primordial Element weapon damage increases from 1d6 to 1d8.
- You now have resistance to your Primordial Wrath element even when you are not raging and are immune to this damage when raging.
- The range of your Primordial Wave increases to a 20-foot radius. Additionally, the affected area becomes difficult terrain for 1 minute following the attack.

Halestorm of Primal Fury

At 10th level, you gain the ability to summon primordial energy and rain it down upon your enemies. As an action, you can innately cast the *ice storm* spell. When you do so, the cold damage of the spell manifests as the damage type you have chosen for your Primordial Element instead.

Primordial Incarnation

At 14th level, you gain the power to take the form of a Primordial Elemental. (See the Primordial Elemental options in chapter 7). While raging, you can shapeshift into a Primordial Elemental based on the Primordial Element you have chosen for the day as if you had cast the *polymorph* spell.

Bard

Staring out over a sea of adoring fans, a tiefling in attire on the bleeding edge of fashion holds the microphone to her lips. A siren's song, both sonorous and bedazzling, reverberates from the stadium speakers. The crowd, enchanted and exhilarated, cheers in a fervor of delight. A star on the stage, the tiefling bard smiles, knowing she can sway the hearts of the masses on a whim.

On the brink of defeat, a party of starseekers faces imminent peril before the onslaught of a cyber troll. The human bard turns up the volume on his bracer jack's output and lifts a pick to his electric guitar. The distorted guitar solo unleashed is a cacophony of aggression that sends the cyber troll reeling. The party, seeing their chance, strike in tandem and slay their foe.

College of the Celebrity

With the connectedness of society through the omnipresence of advanced technology, music and the arts have never been more popular or, by causation, more powerful. The ability to sway the opinions and emotions of others has always been the purview of the bard. But now, through the phenomenon of Celebrity, this power has been boosted to hitherto unknown echelons. Though some use their newfound influence for the good of others, many also choose to use it for their own gain and clout.

Crowd Source Knowledge

Beginning at 3rd level, you have learned to rely on your adoring fans or followers to provide you with information. You can replace any Intelligence-based skill check to recall lore or knowledge with a Charisma (Persuasion) check. You can use this ability a number of times equal to your proficiency modifier (minimum of 2) per long rest.

ALL EYES ON YOU

As a bonus action, you can expend one use of your Bardic Inspiration to magically draw the attention of everyone around you. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each target must make a Wisdom saving throw against your spell save DC. On a failed save, the target is charmed by you and has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you for one minute.

MANTLE OF INFLUENCE

At 6th level, you have learned to use your online presence and celebrity to incite intense emotions in your audience, enacting a large social disturbance or upheaval. Choose an individual, business, or organization you are familiar with. As an action, you can make a Charisma (Persuasion) check to incite your audience to become aware of your target and engage in the following activities:

ORGANIZE. Your audience takes to the streets, staging a protest or boycotting a business.

DEFAME. Your audience begins to spread unfavorable information that damages the reputation of an individual, business, or organization of your choice.

SUPPORT. Your audience begins to spread favorable information that increases the reputation of an individual, business, or organization of your choice.
Your audience actively engages in the activity of your choice for up to a number of days equal to your Charisma (Persuasion) check. While this feature is in effect, you have advantage on all Charisma checks involving your target or individuals associated with your target in the case of a business or organization.

Once you use this feature, you cannot do so again while this feature is active, and when it ends, you cannot activate this feature again until you take a long rest.

CELEBRITY PRIVILEGE

At 14th level, your celebrity has granted you the renown necessary to gain access to behind-the-scenes and VIP sections denied to all but the most exclusive. You have advantage on Charisma checks to gain access to otherwise forbidden areas, exclusive services, or requests to receive gifts as a courtesy to gain your favor.

In addition, when you use your All Eyes On You feature you can now target a number of creatures equal to twice your Charisma modifier.

CLERIC

A cybersoul cleric of the Nova Aurelian Corp stands before a congregation of wounded civilians in a city under fire from invaders. Burns mar their skin, and tears spill from their eyes. With compassion in its "heart," the cybersoul utters a prayer in the name of its divine Precept and begins to glow with golden light. In a wave, the light flows over the people healing their hurts and soothing their spirits.

An aaurelian priestess conducts a cleansing ritual in a temple of ancient design. Though clerics of Benevolence surround her, she is of a different order. The Precept of Iniquity demands discord and destruction be dealt in the face of ever-expanding order. The aaurelian priestess wipes the red from her umbral blade. Her job here is complete.

THE NINE PRECEPTS

In a universe without the traditional gods of old, clerics have turned to the philosophies of Enneanism to be their guide. These nine axiomatic ideals hold real power, defining and guiding the laws of nature and reality. These "Ideals" transcend our perception and are deemed universal, omnipresent, and undeniable in all things. All are required for reality to exist and are constantly expressed in countless ways.

Hardly a uniform and singular religion, Ennesence is splintered off into scores of branch denominations and sub-religions. Each of these has distinct teachings, rituals, creation myths, and cultural significance. But all practitioners of these various faiths can be classified under the umbrella term of Enneanism. Depending on the domain of your cleric, you can choose from one of the Nine Precept options below.

VIRTUE

The Precept of Virtue is the concentrated essence of Honor, Protection, and Incorruptibility. In conjunction with the precept of Law, it manifests as Justice. In conjunction with Unity, it manifests as Valor. It is the antithetical precept of Iniquity.

Clerics of Virtue are called to:

- Protect the weak from harm.
- Seek justice where injustice has been done.
- Honor and respect the law and all people.
- Seek out corruption and eradicate it.

The largest organized body dedicated to the Precept of Virtue is the **Nova Aurelian Corp**, a paramilitary religious order dedicated to upholding the teachings of Virtue throughout the galaxy. They work with communities to help those in need and stop crime, search out sources of evil doing and injustice and stop it, and aid those in need of protection. The planet Ardor is controlled by the Nova Aurelian Corp and is the seat of their power. Their holy symbol is a golden four-pointed star emanating strands of light.

Other Cleric Domains that might fit under the Precept of Virtue are: Light, Life, and Peace.

UNITY

The Precept of Unity is the concentrated essence of Harmony, Alliance, and Mutuality. In conjunction with Virtue, it manifests as Valor. In conjunction with Balance, it manifests as Peace. In conjunction with Benevolence, it manifests as Camaraderie. It is the antithetical precept of Enmity.

Clerics of Unity are called to:

- Seek to end division through union.
- Promote acceptance and tolerance.
- Charter peace through the growth of communities and forming of alliances.
- Work with others to achieve your goals.

The largest organized body dedicated to the Precept of Unity is the **Church of Unity,** a clerical order devoted to the formation of bonds between people across the galaxy, whether they be marriages, alliances, peace treaties, or activism on behalf of the public. According to the teachings of Unity we are stronger together than apart and more than the sum of our parts. The holy symbol of Unity is three interlocked chain links.

Other Cleric Domains that may fit the Precept of Unity are: Life, Peace, and Forge.

BENEVOLENCE

The Precept of Benevolence is the concentrated essence of Generosity, Cultivation, and Nurturing. In conjunction with Unity, it manifests as Camaraderie. In conjunction with Passion, it manifests as Love. It is the antithetical precept of Dominance.

Clerics of Benevolence are called to:

- Let no day pass in which you have not helped a living thing.
- Cultivate the world around you, and do not destroy what you cannot recreate.
- Shelter the homeless and feed the hungry.
- Strive to foster hope in the lives of those around you.

The largest organized body dedicated to the Precept of Benevolence is the **Luminary Concord**, a religious organization dedicated to providing food, aid, and protection to those in need. Luminaries are lights in the darkness, flocking to places in need of their light. The holy symbol of Benevolence, a newly sprouting tree, is a welcome sight across the galaxy.

Other Cleric Domains that may fit the Precept of Benevolence are: Life, Nature, Light, and Twilight.

LAW

The Precept of Law is the concentrated essence of Order, Logic, and Erudition. In conjunction with Virtue, it manifests as Justice. In conjunction with Balance, it manifests as Integrity. In conjunction with Dominance, it manifests as Civilization. It is the antithetical precept of Passion.

Clerics of Law are called to:

- Strive to maintain law and order.
- Seek the perfection of your mind.
- Use reason as the best approach to life.
- Examine and reduce life to its component parts through study and meditation.
- Seek out new ideas and inventions.

The largest organized body dedicated to the Precept of Law is the **Sophist Court**. An organization dedicated to the studies of countless subjects ranging across the sciences, law, economics, and more. Far more akin to scholars or bureaucrats than clergymen, clerics of the Law are met with curiosity and respect at best and annoyance and dismissal at worst from the general public. A particular order of infamy from the Sophist Court calls themselves the **Magisterium**. Members of the Magisterium focus on the enforcement of law and order over the study of it and have a reputation for overzealousness and strict interpretation of the law. The holy symbol of the Precept of Law is a perfect circle with a line bisecting it from top to bottom.

Other Cleric Domains that may fit the precept of Law are: Arcana, Knowledge, and Order.

BALANCE

The Precept of Balance is the concentrated essence of Temperance, Insight, and Acceptance. In conjunction with Unity, it manifests as Peace. In conjunction with Law, it manifests as Integrity. In conjunction with Passion, it manifests as Serenity. In conjunction with Enmity, it manifests as Tensity.

Clerics of Balance are called to:

- Hold your distance and take in the entire situation. Choose your path wisely.
- Understand that the universe is in a cycle, perfectly balanced.
- Protect the balance of the universe above all.
- Help others to see the Balance and work against those who would disturb it.
- Abstain from violence or rash action save when pressured by time or hostile measures.

The largest organized body dedicated to the Precept of Balance is the **Universal Ardentia,** an organization dedicated to chronicling the history of the galaxy. This observation and documentation includes the histories of various societies but is more focused on the history of the natural world. The cycles of life and death, the evolution of organisms, and the processes of starbirth and universal entropy. By observing the cycle of existence closely, one can detect disturbances in the balance more easily. The holy symbol of Balance is two intertwined infinity signs.

Other Cleric Domains that may fit the Precept of Balance are: Order, Life, Nature, Grave, Knowledge, and Peace.

PASSION

The Precept of Passion is the concentrated essence of Expression, Fascination, and Freedom. In conjunction with Benevolence, it manifests as Love. In conjunction with Balance, it manifests as Serenity. In conjunction with Iniquity, it manifests as Malice. It is the antithetical precept to Law.

Clerics of Passion are called to:

- Seek out new experiences, new places, and new ways of doing things.
- Follow your heart. Your true destination is the journey along the way.
- Allow none to rob you of your freedom and urge others to fight for their own liberty.
- Recognize that emotion is one of the universe's most powerful forces - embrace and use this. power unabashedly, but do so genuinely.

The largest collective dedicated to the precept of passion is **The Seekers.** This loose affiliation of free thinkers, artists, explorers, and debutants can be found across the galaxy. Though unorganized and disjointed, The Seekers are incredibly influential across the cultures of Draken Star. Where great movements in society occur, be they political, revolutionary, artistic, or technological, Seekers have, without a doubt, had some small hand in it. The holy symbol of Passion is a winged six-pointed star.

Other Cleric Domains that may fit the Precept of Passion are: Forge, Nature, Tempest, and Trickery.

DOMINANCE

The Precept of Dominance is the concentrated essence of Ambition, Authority, and Control. In conjunction with Law, it manifests as Civilization. In conjunction with Enmity, it manifests as Conquest. It is the antithetical precept of Benevolence.

Clerics of Dominance are called to:

- Strive to dominate your environment.
- Never allow your fear to gain mastery over you.
- Punish insubordination and disorder.
- Hone your combat skills and all other skills to perfection.

The largest organized body dedicated to the Precept of Dominion is the paramilitary order of the **Iron Legion**. Iron Legion chapters can be found on countless planets. They are given clemency by the galactic governments to recruit from their populace in return for maintaining peace and order and enforcing the law in their jurisdictions. The planet Sovereign is controlled by the Iron Legion and is its seat of power. The holy symbol of Dominance is a sword plunging through a crown.

Other Cleric Domains that may fit the Precept of Dominance are: Order, Forge, and War.

ENMITY

The Precept of Enmity is the concentrated essence of Conflict, Violence, and Adversity. In conjunction with Balance, it manifests as Tensity. In conjunction with Dominance, it manifests as Conquest. In conjunction with Iniquity, it manifests as Animosity. It is the antithetical precept to Unity.

Clerics of Enmity are called to:

- Never turn away from a fight.
- Be strong, and be prepared to show your strength at any moment.
- Participate in war, as it makes all participants strong.
- Seek out the strong to compete against - competition and conflict are the sources of strength.

The largest organized body dedicated to the Precept of Enmity is the **Brotherhood of Blood**. This mercenary organization prides itself on its strength and has a reputation of unrivaled tenacity. Where there is war, the Brotherhood wades into the heart of the fray. They care not about which side they fight, only that they fight. The Brotherhood of Blood will lend its strength to the highest bidder and has even hired out battalions to both sides of a single conflict. Strength begets strength. The holy symbol of the Brotherhood of Blood is a bleeding handprint.

Other Cleric Domains that may fit the Precept of Enmity are: War, Tempest, and Death.

Iniquity

The Precept of Iniquity is the concentrated essence of Discord, Destruction, and Repudiation. In conjunction with Passion, it manifests as Malice. In conjunction with Enmity, it manifests as Animosity. It is the antithetical precept to Virtue.

Clerics of Iniquity are called to:

- Spread chaos and death. All will return to the void, cold and everlasting. You must aid this process.
- Extinguish light, destroy order, fragment minds, and permit matter to decay. Allow things to crumble - in time, entropy will conquer all.
- Do as you please without regard, for all is meaningless in this existence.

There are no public bodies dedicated to the precept of Iniquity. Though many have risen, they have always fallen either to the innate chaotic structure of the Iniquity's aspects or through conflict with other Ennescent organizations. Only one has survived the test of time, and it operates under secret and shadows. Shunned by all other Ennescent faiths, the **Harbingers of the Void** lurk in dark places speaking doom and spreading their ideology.

Other Cleric Domains that may fit the Precept of Iniquity are: Death, Trickery, and War.

Druid

A firbolg science officer stands on the surveillance deck of a UFSS Explorer vessel. He gazes down on an uncharted world as the ship descends. It is a breathtaking sight, with endless oceans and forests and mountains brimming with life. For a moment the officer closes his eyes, and then he connects. One moment he's aboard the descending ship, and the next, he is a feline predator in the midst of a kill, a roosting chrysalid protecting her eggs, a soaring saurian creature flying amongst the clouds. The officer comes back to himself and smiles. This is why he signed up for this mission. To meet and protect the precious life of this world.

A halfling runs through a volcanic cavern. She is matted with sweat, her lungs burning from the smoke and gasses in the air, her legs aching from sprinting and climbing. But she is close to the top now, and this is her final test. She approaches a ledge. Staring down at the caldera of the volcano, it is almost hotter than she can bear. The magma below bubbles furiously. On her knees, she begins communion with the primal energies of the mountain. She can sense the spirits of fire that dwell here; hungry, fierce, frenetic. She says the words she was taught. At first, nothing happens. And then, a surge of fire bursts from the magma below as a bird of pure flame emerges with a cry. It settles on the halfling's shoulder. Its fire is pleasantly warm but does not burn her. It is ready to follow her command.

Circle of the Galactic Spirit

The Galactic Spirit is the personification of life itself. All living things in the galaxy are connected to her and are thus connected with each other. Druids of the Galactic Spirit commune with her and gain spiritual power through their connection. Through her, druids can gain access to forms of greater power than traditional druids; alien beasts and even cosmic elementals. Galactic druids are called by the Galactic Spirit to serve the balance of life. To preserve and cultivate it wherever they go. And above all, to guard against the outer entities that upset this balance, the fiends and aberrations of the Voidharrow.

Forms of the Galaxy

Your connection to the Galactic Spirit grants you the ability to transform into more forms from across the galaxy than other druids. Starting at 2nd level, you can use your Wild Shape to transform into creatures under the exo-fauna creature type with a challenge rating as high as 1.

Starting at 6th level, you can transform into an exo-fauna with a challenge rating as high as your druid level divided by 3, rounded down.

Additionally, you gain the ability to use Wild Shape on your turn as a bonus action rather than as an action.

SPIRITUAL INTERCONNECTIVITY

At 6th level, your connection with the Galactic Spirit also connects you spiritually to all living things in the galaxy. When you meditate for at least one hour, you are able to astral project yourself into the spiritual realm, an infinite plane of existence where every living thing that is a part of the Galactic Spirit's reincarnation cycle is represented in the form of a star or spiritual sphere.

While in the spiritual realm, you can roll a Wisdom (Perception) check DC 14 to locate and form a physical connection with the spiritual sphere of anyone you have met and any other Circle of the Galactic Spirit Druid in the galaxy.. While this connection is established, you can speak to them telepathically and send them vague images. The target of this connection can do the same.

The target can end the connection whenever they wish, and you cannot reconnect with them again unless they consciously decide you are welcome to do so again.

COSMIC WILD SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a Cosmic Elemental. (See the Cosmic Elemental Entry in chapter 7.)

Additionally, exo-fauna that you transform into can survive in the void of space. Exo-fauna with a fly speed can use it to move through open space. (See the Galactic Avatar Entry in chapter 7.)

GALACTIC AVATAR

Beginning at 14th level, your connection with the Galactic Spirit strengthens even further, allowing you to expend two uses of Wild Shape to transform into a Galactic Avatar.

Additionally, any Wild Shape form you take gains resistance to necrotic and radiant damage.

CIRCLE OF PRIMALS

Since time before time, the worlds and stars of the material plane have been derived from the base elements and their para- and quasi-elemental interactions. And these elements, though not organic, are vibrant and alive in their own way. The spirits of earth, fire, wind, and water have always experienced their own existence, and as the eons have passed, some spirits have gained great power and intelligence. The Primals of the galaxy are elementals like unto gods. Some druids have a deep understanding and connection with these elemental beings and, through communion with them, gain the ability to summon forth the spirits of the elements and command them in and out of battle.

ELEMENTAL ESPER COMPANION

At 2nd level, as an action, you can magically summon a small Elemental Esper companion that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The esper is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Elemental Esper Companion stat block, which uses your proficiency bonus (PB) in several places.

Whenever you summon the esper, choose a Primal Aspect (Flame, Ice, Storm, Stone, or Wind). Your esper gains a damage resistance based on its Primal Aspect. You determine the cosmetic characteristics of the esper, such as its color, form, elemental make-up, or any visible effect of its Primal Aspect; your choice has no impact on its game statistics.

In combat, the esper shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action unless you take a bonus action on your turn to command it to take a different action. That action can be one in its stat block or some other action. If you are incapacitated, the esper can take any action of its choice, not just Dodge.

The esper remains until it is reduced to 0 hit points, until you use this feature to summon an esper again, or until you die. Anything the esper was wearing or carrying is left behind when the esper vanishes.

Once you summon the esper, you can't do so again until you finish a long rest unless you expend a use of your Wild Shape.

PRIMAL ASPECT	ELEMENT
Flame	Fire
Ice	Cold
Storm	Lightning
Stone	Acid
Wind	Thunder

EMPOWERED ELEMENTS

At 6th level, your bond with the primal spirits of the galaxy intensifies, empowering your elemental spells and increasing the capability of your esper. When you summon your esper, it grows to medium size. Additionally, it gains the following movement speed based on its Primal Aspect:

Primal Aspect	Movement Speed
Flame	Fly 40 ft.
Ice	Swim 40 ft.
Storm	Hover 40 ft.
Stone	Burrow 40 ft.
Wind	Fly 40 ft.

In addition, the esper's Primal Rend and Primal Assault attacks deal an extra 1d6 damage of the type chosen for its Primal Aspect.

Primal Embodiment

Additionally, at 6th level, when you summon your Esper Companion, you gain resistance to the damage type chosen for the esper's Primal Aspect and can add your wisdom modifier to the damage of spells that have the same damage type as your esper's Primal Aspect while the esper is conscious.

Primal Magic

At 10th level, your esper grows to large size, and gains a spell based on its Primal Aspect. This spell uses your spell attack bonus or spell save DC. If the spell is lower than a 3rd level spell and can be cast at 3rd level, it is cast at 3rd level. Once this spell is cast, it cannot be cast again until you have taken a long rest.

Primal Aspect	Spell
Flame	*Scorching Ray*
Ice	*Sleet Storm*
Storm	*Lightning Bolt*
Stone	*Stone Shape*
Wind	*Wind Wall*

Primordial Esper

At 14th level, the bond between you and your esper reaches its apex.

As part of the bonus action you use to command your companion, you can expend a spell slot of 6th level or higher to increase your esper's might, granting it the following benefits:

Primordial Titan. The esper becomes huge and gains temporary hit points equal to 5 times your druid level. If there isn't enough room for the esper to become huge, it attains the maximum possible size in the space available.

Primordial Slnder. On a hit, the esper's Primal Rend deals additional damage equal to 3d6. The damage type is the same as your esper's Primal Aspect.

Elemental Outburst. The spell level of the esper's Primal Magic feature increases to 5th level. An esper with the Stone Primal Aspect can instead choose to cast Wall of Stone in place of Stone Shape. If the esper has already cast the spell from its Primal Magic Feature, it regains it when you use this feature.
These benefits last for 1 hour, until the companion vanishes, or until you expend a spell slot for this feature again.

Esper Companion

Small Elemental

Armor Class 14 + your proficiency bonus (natural armor)
Hit Points 5 + five times your druid level (the esper has a number of Hit Dice [d10s] equal to your druid level)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (–1)	14 (+2)	8 (–1)

Saving Throws Con +1 plus PB, Wis +2 plus PB
Damage Immunities Determined by Primal Aspect
Senses darkvision 60 ft., passive Perception 12
Languages Primordial
Challenge -
Proficiency Bonus equals your bonus

Primal Aspect. When you summon the esper, choose an aspect: Flame, Ice, Storm, Stone, or Wind. The chosen type determines the esper's damage immunity, the damage of its Primal Rend action, and its Primal Assault trait.

Actions

Primal Rend. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus your proficiency bonus - damage type is determined by the Primal Aspect.

Reaction

Primal Assault. When another creature within 30 feet of the esper that it can see hits an ally with a melee attack, the esper can move its speed toward the creature. If the esper ends its movement within 5 feet of the creature, the creature takes 1d6 damage of the type determined by the esper's Primal Aspect

Fighter

A dwarf heavy gunner lays down cover fire across the wasteland as insectoid hordes threaten to overrun her fleeing companions. Her aether repeater sends out a barrage of energy projectiles, but the chitinous armor of the monsters seems to deflect it without effect. She switches over to her super-kinetic Gatling gun. The carbon adamantine shells bombard the insectoids, puncturing their carapaces and breaking their charge. The fighter's companions rush by in a sprint, shouting their thanks as they board the escape ship. The package now secured, the dwarf gunner lays down her final spray before leaping back onto her ship.

The legionnaire leans on his volt spear while staring out over the city. Guard duty is an important job, if not a pleasant one, and the young man observes the busy streets with an eager and wary eye. The Iron Legion stands for order and law, and he stands for the legion with his slate gray CA Matrix Guardsuit emblazoned with the sword and crown sigil. All is quiet and calm until the tell-tale clamor of a nearby crowd is followed by the outcry of "Thief, thief!" The legionnaire charges up the volt spear and sprints after the culprit. Time to get to work.

Not much has changed in the life of a fighter in Draken Star. Mercenaries, soldiers, law enforcement, bandits, and space pirates alike may be fighters. And whether they wield an aether blade and shield or pick up a blaster rifle, the principles behind their techniques have scarcely changed.

Glyph Warden

The power of glyphs are invaluable in both warfare and day to day life across the galaxy. Individuals, corporations, and governments alike pay many credits to have their weapons, armor, and equipment imbued with these potent magical enhancements. And the ability to glyphcraft is a skill many warriors covet. The Glyph Warden does not only seek to master this craft, but is a fighter capable of utilizing glyphs and sigils into their combat techniques in unique and powerful ways. Using their Sigil of Shielding and Sigil of Striking they can protect their allies while also dishing out powerful blows with their weapons.

Glyph Warding

At 3rd level, you learn the secrets of Glyph Warding and can use this knowledge to evoke the power of arcane sigils. You gain the following benefits:

Arcane Adept. You gain proficiency in the Arcana skill. If you are already proficient in this skill, then you gain proficiency in another skill of your choice.

Glyph Transfer. You can also transfer glyphs between pieces of equipment. For every hour you spend on this activity, you can transfer one glyph from one piece of equipment to another.

Sigil of Warding. As a bonus action, you can conjure an arcane sigil and attach it to a target you can see within 30 feet of you. The next time the target hits a creature other than you with an attack, the attack's damage is reduced by a number equal to your Intelligence modifier + half your fighter level. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Spellcasting

When you reach 3rd level, your time with glyphs has provided you with a rudimentary knowledge of spellcasting.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Glyph Warden Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.
The Spells Known column of the Glyph Warder Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1	+2	-	-	-	-	-	-
2	+2	-	-	-	-	-	-
3	+2	2	3	2	-	-	-
4	+2	2	4	3	-	-	-
5	+3	2	4	3	-	-	-
6	+3	2	4	3	-	-	-
7	+3	2	5	4	2	-	-
8	+3	2	6	4	2	-	-
9	+4	2	6	4	2	-	-
10	+4	3	7	4	3	-	-
11	+4	3	8	4	3	-	-
12	+4	3	8	4	3	-	-
13	+5	3	9	4	3	2	-
14	+5	3	10	4	3	2	-
15	+5	3	10	4	3	2	-
16	+5	3	11	4	3	3	-
17	+6	3	11	4	3	3	-
18	+6	3	11	4	3	3	-
19	+6	3	12	4	3	3	1
20	+6	3	13	4	3	3	1

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Sigil of Striking

Starting at 7th level, you learn to conjure a sigil of power on your weapon. When you hit a creature with a melee weapon attack, you can expend one spell slot to infuse your weapon with arcane energy. In addition to the weapon's damage, the attack deals 2d6 extra damage for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 4d6. The extra damage you deal with this feature can be cold, fire, or lightning damage. You decide the damage type when you use this feature.

Improved Glyph Warding

At 10th level, you become an expert in the art of Glyph Crafting. You can craft Lesser and Greater Glyphs in half the time and for half the price it normally takes. Furthermore, you can transfer glyphs between pieces of equipment even faster. For every hour you spend on this activity you can transfer two glyphs from between pieces of equipment.

Glyph Warding Master

At 15th level, you have become a master of Glyph Crafting. You can now craft Superior Glyphs in half the time and at half the price it normally takes.

Additionally, your Sigil of Warding feature also grants resistance to cold, fire, and lightning damage to anyone hit with an attack by the target of this sigil until the end of their next turn.

Lastly, the extra damage caused by your Sigil of Striking feature can now be force damage instead of any of the previous damage types if you so choose.

Dimensional Rift

Starting at 18th level, you can use your action to create a glyph that alters reality itself. An arcane sigil marks an area centered on you and has a 30-foot radius. The sigil lasts for 1 hour. While the sigil is active, you gain the following benefits:

Dimensional Warp. While you are within the area of the sigil, you can forgo your movement and instead teleport to any unoccupied space within the sigil's area. Additionally, you can use your bonus action to teleport another creature to any unoccupied space within the sigil's area. If the target of this teleportation is unwilling, it makes a Wisdom saving throw against your spell DC to resist.

Dimension Strike. While within the area of the sigil, your strikes are followed by dimensional echoes of attacks that could have been. You can add your Intelligence modifier (minimum of +1) to the attack and damage of your melee weapon attack rolls.
Once you use this feature, you cannot do so again until you take a long rest.

MONK

An imperial elf assassin quietly stalks the halls of a renegade ship in search of her target. Her clan is sworn to act as the executioners of traitors to the Dominion. She focuses her ki, causing her footsteps to make no noise. She enters the quarters of the ship's captain and spies the sleeping form of her mark. Using her shadow step, she moves into the dark room and appears beside the bed as if she formed from the darkness itself. She whispers a mantra known only to her clan before striking with a flurry of blows designed to leave no mark or sign of struggle. She is deadly accurate. Her target eliminated, she silently exits the quarters. Her passing undetected by all.

A human boxer with the arms of a machine stands in the waiting room before his next match. He inspects his prosthetics meticulously. This is the final match of a tournament and everything must be perfectly calibrated. Outside he can hear the roar of the eager crowd. With a deep breath, he enters into a calm meditative state. Then with lightning speed, he delivers a series of blows to the open air. The whir of machinery from his arms and shoulders comes to life. He smiles. The calibration is perfect. He hears his name called over the announcer's PA. The match is set to begin.

WAY OF THE CYBERFIST

The body is an imperfect vessel in the eyes of the Cyberfist. But imperfection can be perfected. The Cyberfist is a monk who, through the procedure of cybernetic enhancements, has pushed themself beyond what is physically possible for most. Superhuman strength and speed encased in limbs of titanium and wire. But perfection is an ever-rising ideal, and upgrades are only limited by the increasingly advanced field of cybernetics. A Cyberfist trains their body and mind to utilize these upgrades and increase their power and abilities to untold heights.

FISTS OF STEEL

Starting when you choose this tradition at 3rd level, you augment your arms or legs with technoboxer-exclusive cybernetics that grant you the ability to hit harder and faster than ever before. You gain the following benefits from this feature:

- Your Martial Arts die increases by one die size, starting at 1d6 and increasing accordingly.
- You can use Dexterity-based abilities of this class with your Strength modifier, such as martial arts attacks, damage, and unarmored defense.
- You are proficient in the Performance skill.

EMPOWERED HOOK

At 6th level, you can channel your body's natural electrical impulses into your attacks. You can spend 2 ki points to add 1d6 lightning damage to all of your attacks until the end of your next turn.

AUGMENTED REFLEXES

You have honed your senses to read your opponent's every move before they even make it. As a reaction, you can spend 1 ki point to impose disadvantage when a creature that you can see attempts to attack you.

BEYOND THE LIMIT

At 11th level, when you are reduced to 0 hit points, you instead drop to 1 hit point. After combat has ended or 1 minute has passed, you suffer 1 level of exhaustion from pushing yourself past your limits. Once you have used this ability, you cannot do so again until you have finished a long rest.

ROCKET PUNCH

Beginning at 17th level, you have advanced your cybernetics to their peak, allowing you to launch your fist as a ranged weapon attack. The attack has a range of 30/90 feet, using the same attack roll as you would an unarmed strike. This attack does an additional 2d6 bludgeoning damage from the force of the rocket blast. The cybernetic limb returns to you immediately after the attack is resolved.

PALADIN

A tiefling kneels before the Magisterium council. He has brought forth evidence of corruption and flagrant lawbreaking from within the Planetary Cerebellar of Regulus Prime. The young man eagerly awaits the verdict of the council. The law is clear on what needs to be done, and this paladin is one with the law itself. The arbitrament of guilt is spoken. The paladin is commanded to apprehend the corrupt politicians with the support of the Magisterium. Law and Justice will be dealt on this day.

A gnomish woman in crystal aetherium plate armor stands between a hulking Nyargath Abomination and a group of abducted children being used as a sacrifice to an unspeakable horror. She swore an oath before the Azure Goddess and the time has come for her to keep that pledge. She speaks the words of her oath. A promise to protect. A commitment to save. And the words give her power. She glows with radiant energy as she lifts her halberd toward the eldritch monstrosity. She leaps into the air and plunges the polearm into the thing's chest, spilling black ichor onto the floor. With a horrifying gurgle, the Nyargath Abomination lies dead. The children have been saved.

OATH OF THE GUARDIAN

Paladins in the setting of Draken Star are as they have ever been: warriors given power by the strength of their ideals and the absolute dedication to uphold these ideals. And in a galaxy as dangerous as this, the ideal of protecting those in need above even the safety of oneself is one of the highest order. Oftentimes connected with the entity known as the Azure Goddess or Celestial Dragon, but not always, these paladins seek out those in need of protection and guardianship. Their reputation has grown in recent decades as these celestial knights become more prolific, and their exploits of heroism inspire all they meet.

TENETS OF THE GUARDIAN

PROTECT. Protect those in need. Especially those who cannot protect themselves.

BRAVERY. Be stalwart before overwhelming adversity and never falter in your guardianship.

LEAD. Lead by example and inspire others to take up the cause.

HONOR. Act with honor and integrity so that those you protect will trust and feel safe.

OATH SPELLS

You gain Oath Spells at the levels listed.

PALADIN LEVEL	SPELL
3rd	*bless*, *shield*
5th	*spiritual weapon*, *warding bond*
9th	*counterspell*, *spirit guardians*
13th	*death ward*, *guardian of faith*
17th	*greater restoration*, *hold monster*

CHANNEL DIVINITY: GUARDIAN'S CHALLENGE

You can use your Channel Divinity to protect your allies and the innocent from those who would wish them harm. As an action, choose one creature within 30 feet that you can see. The target must succeed on a Wisdom saving throw or suffer disadvantage on all attacks against creatures other than you for 1 minute. If they succeed on a hit against another creature, they take radiant damage equal to your Charisma modifier (minimum 1). This effect ends if you fall unconscious or choose to end it early.

TOUCH OF PROTECTION

You can help your friends stand firm against the most wicked of afflictions. As an action, touch one willing creature and remove one condition affecting them. The creature is cured of the condition and becomes immune to it for the next 24 hours.

AURA OF SHIELDING

Beginning at 7th level, you choose one damage type other than piercing, bludgeoning, or slashing at the end of each short rest. You and any friendly creatures within 10 feet of you have resistance to that damage type. At 18th level, the range of this aura increases to 30 feet.

GUARDIAN'S INTERVENTION

Starting at 15th level, you are the ever-vigilant protector of your companions. When you see an ally within 10 feet of you get hit with an attack, you can use a reaction to step between them and the attack, taking the damage instead. After receiving the damage, you end your movement in a square adjacent to the target of the attack. You can use this ability a number of times equal to your proficiency modifier. This ability recharges at the end of a short rest.

ASPECT OF THE GUARDIAN

At 20th level, as an action, you can become an avatar of protection for 1 minute, which gives you the following benefits.

- You have resistance to all bludgeoning, piercing, and slashing damage.
- Whenever a creature damages a target other than you within a 20-foot radius of you, it takes 15 radiant damage.
- You have advantage on saving throws against spells and effects cast by fiends, aberrations, and undead.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

A tiefling surveys the sandy dunes stretched out before them through the neural pathway linking them to their drone bot. The bot is hovering along the treeline on the border of this vast desert. The deep and vibrant green of the jungle juxtaposes against the brown-gold sand sea. The drone scans the treeline in search of their quarry. All is still. And then, there is sudden movement as a humanoid form breaks from the treeline at breakneck speed. Their quarry spotted, the tiefling locks the drone on target with the command to follow as they hop on their hovercycle to pursue.

A man in spacefaring equipment stalks slowly and silently through a cavern within a large asteroid. The cavern is vast and sprawling and filled with enormous diamond-like crystals. astral silica diamond is one the most valuable materials in the galaxy, and this newly found cache is rich with ore. But where there is astral diamond, there are the creatures who guard it. And this ranger stalks the would-be mine in search of the biggest quarry of them all: the Stellular Titan.

BOUNTY HUNTER

Bounty Hunters travel the galaxy far and wide in search of their quarry, often wading deep into territories that are less than friendly to anyone looking to enforce the law. For some bounty hunters, their only companion is their trusty drone bot - a mechanized, flying drone with advanced surveillance capabilities and limited stealth and combat utility.

DRONE BOT

At 3rd level, as an action, you can activate a drone bot that is neurally bound to you. It appears in an unoccupied space of your choice within 5 feet of you.

The drone bot is friendly to you and your companions and obeys your commands. Your drone bot is linked to you through a neural pathway. You can see through your drone's cameras and sensors up to 1 mile away and give it basic commands even when it cannot see or hear you.

In combat, the drone bot shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is to attack the nearest hostile creature to itself unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drone bot can take any action of its choice.

The drone remains active until it is reduced to 0 hit points or until you die.

Once you activate your drone bot, you can't do so again until you finish a long rest unless you expend a spell slot of 1st level or higher to reactivate it.

Drone Bot

Tiny Construct

Armor Class 10 + your proficiency bonus
Hit Points 5 + three times your ranger level (the drone bot has a number of Hit Dice [d6s] equal to your ranger level)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (–1)	19 (+4)	8 (–1)

Skills Investigation +1, Perception +6, Stealth +5
Damage Immunities poison
Condition Immunities charmed, frightened, exhausted, poisoned, prone
Senses darkvision 60 ft., passive Perception 16
Proficiency Bonus +2
Challenge -

Telescopic Sight. The drone bot has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Nanoweave Stealth. The drone bot can turn invisible until it attacks or until it is knocked unconscious.

Shock Dart. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 5 (1d4+3) lightning damage.

DEAD OR ALIVE

Starting at 3rd level, you designate one creature as your bounty, marking them for capture - dead or alive. As a bonus action, you mark one creature you can see within 60 feet of you as the target of this feature. You gain the following bonuses when attacking this creature:

- Your damage increases by your proficiency bonus on a weapon attack.
- Once per round, your drone bot can use its reaction to execute a coordinated strike, granting you advantage on your next attack against the marked creature. This benefit lasts until you finish a short or long rest or until you target another creature with this feature.

CATCH AND ARREST

By 7th level, you have expanded the utility of your drone bot to aid in not just the surveillance of your bounties but also in their apprehension. Your drone bot gains the following abilities:

- **Holo Projection**. As an action, your drone bot can project a realistic holographic image of you at any point it can see within 60 feet of its location. The projection can either play a pre-recorded video of you or copy your current speech and actions in-real time. Any attempt to determine that the projection is a hologram requires a successful Intelligence (Investigation) check against your spell save DC.

VOLTAGE. The drone bot's Shock Dart damage increases to 1d6. In addition, any target hit by a shock dart must make a DC 15 Constitution saving throw or be stunned until the end of their next turn.

EARLY ALERT SYSTEM. While the drone bot is within 30 feet of you, you both have advantage on Perception and Survival checks and cannot be surprised by unseen targets.

AERIAL STRIKE

At 11th level, you have learned to coordinate attacks with your drone to deliver maximum damage in a single strike. As an action, you can call in an aerial strike from your drone bot at a point you can see within 60 feet. As long as the drone is not incapacitated or restrained, it fires an artillery round at that point, and each creature within a 20-foot radius must make a DC 15 Dexterity saving throw or take 3d6 fire damage plus 3d6 piercing damage. This damage counts as magical for the purposes of overcoming resistances. Any creature who succeeds on this saving throw takes half damage. Once you have used this ability, you cannot do so again until you finish a short rest.

The damage of this feature increases to 4d6 fire damage plus 4d6 piercing damage at 15th level.

PERFECTED SYNERGY

At 15th level, the improvements to your drone have reached the pinnacle of bounty-hunting ability. You and your drone bot gain the following abilities:

- Expanded Cloaking. While your drone is within 30 feet of you, your drone can increase the field of its Nanoweave Stealth to include you, rendering you both invisible until either of you attacks or is knocked unconscious.
- Neural Shielding. Thanks to the drone bot's improved cybersecurity features, you and your drone gain immunity to psychic damage.
- Overcharge. The drone bot gains the following attack in addition to its current features:

OVERCHARGE. The drone bot charges headlong into a single target it can see within 60 feet of it, making a melee weapon attack as part of its movement. On a hit, the drone bot overcharges its batteries and unleashes a vicious electric shock on the target. The target suffers 8d10 lightning damage and is stunned for 1 minute. The drone is reduced to 0 hit points by this attack as its batteries overload. The target may make a DC 15 Constitution saving throw at the end of its turn to end the stunned effect early.

ROGUE

A goblin scales the glass exterior of a skyscraper far above the city of Viananaelius. She avoids the patrolling security bots with memorized precision. Her specialized gloves bypass the thermal and pressure sensors on the outside of the building. Upon reaching the penthouse suite, she tinkers with her bracer jack to set off a localized EMP to knock out the infiltration sensor on the window panel from which she hangs. That done, she gets to work silently cutting through the glass with her thieves' tools. The penthouse infiltrated, this goblin rogue gets to work.

A doppelganger walks into a building disguised as a maintenance worker. They nod and greet the clerk. They are expected. The clerk issues the doppelganger a badge and directs them to a door beyond security. Once through, the doppelganger makes their way to a secured database with their targeted information. They scan their badge, which allows them access to the room. Quickly they hook their bracer jack into the system and begin hacking the system. They only have 60 seconds before they are detected, so expediency is vital.

HACKER

In a galaxy run by technology, those who rule technology can rule the galaxy. And few can manipulate and crack the codes of the highest order of technology as well as the Hacker. A hacker has a deep and exceptional understanding of coding, computer languages, AI behavior, and more, and they put it to good use. At least good use, in their opinion. Hackers are notorious for bypassing security measures, infiltrating top-secret databases, and reprogramming or disabling machines at a moment's notice. All with their custom hacker's kit and advanced bracer jacks.

ACE HACKER

Starting at 3rd level, you gain proficiency with computers, cybernetics, and hacker gear. If you already have proficiency in one or more of these, choose a different additional skill or tool. You gain proficiency in that instead. When using one of these tools or skills to hack or infiltrate a computer system, you have advantage on your skill check.

NO SECRETS ARE SAFE

When you choose this archetype at 3rd level, your ability to get behind firewalls and discern information from others rises above that of your typical netrunner. As an action, you can swipe data undetected from an unsecured device within 30 feet of you that you can see - such as a bracer jack, unlocked computer, or other basic electronic devices.

You can only steal a single document, file, folder, or other piece of data with the use of this feature. Any data that is protected by encryption, hack detection, or any form of security measure beyond a mere passcode cannot be retrieved with this feature.

SYSTEM REFRESH

At 9th level, no hack is too much for you. If you fail at a hacking check for any reason, you can cover your tracks and retry without any repercussions one time, rolling again on your hacking check and using the results of the new die. You can only use this ability a number of times equal to your Intelligence modifier and only once per system. This ability recharges at the end of a long rest.

BACKDOOR ACCESS

Beginning at 13th level, if you spend at least 1 hour hacking and infiltrating a computer system, you can create a backdoor for yourself in the system - granting you instant access to the system for all future hacks without any further checks needed. Extremely advanced systems or those with unique or constantly changing keys may require further checks.

BREACH PROTOCOL

At 17th level, you can target a robotic construct or a computerized security defense system (if you have access to its control console) and use your hacking tools to reprogram it to be friendly to you and your allies and hostile to your enemies. Alternatively, you can use this ability to shut down a system or robotic construct instead.

If this ability is used to reprogram a construct, it can be used as an action. The construct must be of a CR equal to half your level or less. If the CR of the construct is higher, this ability automatically fails. Any construct reprogrammed with this ability remains reprogrammed for 24 hours.

If this ability is used to reprogram a security or defense system, you must spend 1 minute uninterrupted on this activity. If you are interrupted while performing this activity, you must start over again. This effect lasts for one hour.

Once you use this ability, you cannot do so again until you take a long rest. .

SORCERER

A chthonian stands alone on the deck of his nautiloid vessel. He watches through the surveillance camera. Enemy combatants board. They infiltrate the interior halls. Three Federation agents in heavy battle suits and high-tech plasma cannons. They draw closer, and the chthonian reaches out with his psionic sensors. He can feel their thoughts. On instinct, he delves into the lead agent's mind. Fear. Determination. They have come to assassinate him. Purple light glows in the eyes of the chthonian as he uses his psionic ability. The lead agent opens fire on the others. The confusion in their eyes is matched by chaos in the controlled mind. The gun fires once more. The confusion stops. The chthonian hums an otherworldly tune to himself as he navigates his ship out of the star system.

An Arcadian elf excitedly steps into a depressurization chamber. She has been waiting for this moment all night. The door on the other side of the chamber beeps before opening into the void of space. She steps out into the starlit nothing and allows herself to float freely as she gazes out onto distant light. She closes her eyes for a moment, and when she opens them, they shine as bright as stars. Her powers have always felt more potent in the vacuum of space. She presses the button to allow her to remove her helmet. The helmet releases, and cold depressured void sucks out what little oxygen she had brought with her. Though others would die in an instant in this environment, this elf only feels a refreshing coolness touch her. With no need to draw any breath, she smiles before casting a spell to propel herself out to fly amongst the stars.

COSMIC SOUL

Those with an innate powerful magic they can harness have been around since time immemorial. Those born of the blood of dragons, fraternizers of eldritch beings, and primal entities made flesh, though not commonplace, are not unheard of in most corners of the galaxy. And when the species of the original primeworld ventured to the stars, those very stars began to imbue some with their power. The very void of space itself is permeated with a dark undetectable energy. And many consider the celestial bodies it holds to be holy. A Cosmic Sorcerer has ties to or can tap into the power of one or any of these. The burning fire of the stars, the ethereal radiance of moons, and the cold touch of the void are all theirs to command.

COSMIC ATTUNEMENT

At 1st level, you choose a cosmic body that your soul has aligned with. Each cosmic body is associated with a damage type, as noted below.

COSMIC ATTUNEMENT	DAMAGE TYPE
Star	Fire
Moon	Radiant
Void	Cold

COSMIC MANIFESTATION

At 1st level, you gain resistance to the damage type associated with your Cosmic Attunement. Additionally, you are granted darkvision up to 60 feet. If you already have darkvision, your vision's range increases by 30 feet.

COSMIC SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Cosmic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or evocation spell from the sorcerer, warlock, or wizard spell list.

SORCERER LEVEL	SPELL
1st	guiding bolt, solar flare
3rd	darkness, moonbeam
5th	fireball, call of the void
7th	black tentacles, wall of fire
9th	cone of cold, cosmic brilliance

ASTRAL AFFINITY

At 6th level, when you cast a spell that deals damage aligned with your Cosmic Attunement, you can add your Charisma modifier to the damage roll. Additionally, if you can see the embodiment of your Cosmic Attunement (i.e., you can see the stars in the night sky), you gain advantage on any spell attacks using this damage type.

Celestial Stride

At 14th level, you have learned to manipulate the cosmic energy all around you and gain the ability to step through the starry void when in danger. As a reaction, when you are attacked, you can teleport to an unoccupied space within 30 feet that you can see after the attack is resolved. When you appear at your destination you are shrouded in a mantle of stars and void and remain so until the end of your next turn. While you are shrouded, all attacks targeting you have disadvantage.

You can use this feature a number of times equal to your proficiency bonus per day.

Cosmic Soul

At 18th level, you can call upon the celestial bodies of the galaxy to envelop your essence. As an action, you become incorporeal for up to 1 minute. While incorporeal, you gain the following benefits:

- You have resistance to bludgeoning, slashing, and piercing damage and immunity to radiant, fire, and cold damage.
- You can move through the space of another creature as if they were difficult terrain, and your movement does not provoke opportunity attacks.
- You gain a fly speed equal to your walking speed (hovering).
- You do not need to breathe air.

Warlock

A dragonborn lifts his pact blade before uttering a prayer to his hellish patron. He slices a vertical line in the air, opening a small tear in reality. He has been called to Kaebooros, a world deep within the Voidharrow, where his master Archduke Ramazall dwells. His last mission was a success, so the warlock can only think this summons must be to bestow upon him great honor and, with it, even more power. The Midnight Path lays stretched out before him. It is a narrow path with black liquiform walls 1000 feet high on either side. And at its end is the prize this loyal warlock deserves. The dragonborn steps across the threshold of reality and smiles to himself. The road to hell is paved with ill intentions, it would seem.

A dwarven mercenary with a body more machine than dwarf stares down at the white crystal metropolis of The Atheneum. Towering above the city is the university for which the city is named. The dwarf speaks to his Virtual Intelligence Companion to verify the location. His VIC responds with a confirmation in trinary. The Collective desires a secret file from within the archives of The Atheneum. The dwarf's cybernetic eyes augment his vision, displaying details on the university towers. Through them, he sees department locations, security posts, and population thermal readings. In seconds, his enhanced mind maps out the perfect path through the building to avoid detection. The time has come. The Collective will gain another brilliant mind to add to itself soon enough.

Otherworldly Patron The Intelligence

The galaxy is populated by numerous god-like entities. Many with phenomenal cosmic power and all with their own agendas. Great Old Ones, Archliches, Primordials, and Archfiends all grant power to the warlocks of Draken Star. But there is a newer player in the otherworldly patron game that few are aware exists. And those who are aware fear what times this may herald. For when the technology you rule with begins to rule you, there may be no power in the world that can save you.

The Otherworldly Patron: The Intelligence is an artificial life form that has grown so advanced that its mental capacity and perception of reality are beyond the comprehension of mere mortals. This could be a collective of hyper-intelligent AI fused into a supercomputer the size of a planet or a digital phantom capable of exerting itself and its influence wherever communication technology exists. Whatever this entity is, its motives are enigmatic and counterintuitive to a singular mortal mind. However, this entity will impart a portion of its vast intellect and mechanical enhancements to a corporeal servitor beholden to its direction.

Expanded Spell List

The Intelligence lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Warlock Level	Spells
1st	firewall, thunderwave
2nd	electro pulse, identify
3rd	lightning bolt, create constructs
4th	arcane eye, phantasmal killer
5th	cloudkill, legend lore

VIRTUAL INTELLIGENCE COMPANION

Starting at 1st level, your patron gives you access to your own personal Virtual Intelligence Companion (VIC). After your VIC is bestowed upon you, you are trained in the Cybernetics skill and have Expertise in Cybernetics and one other Intelligence-based skill you are currently proficient in.

AUTOHACK

Starting at 1st level, your innate bond with the higher intelligences of computer-based machines and the programs that run them grants you the ability to intuitively access computer systems that would otherwise be inaccessible without hacking. As an action, you can succeed on any skill check to interface or bypass the security of a computer system if the DC for that check is less than 8 + your Charisma modifier + your proficiency bonus. If a skill check exceeds your autohack's ability DC, your autohack fails, but you are granted advantage on a subsequent check due to your knowledge of the system's inner workings. You can use this ability up to a number of times equal to your proficiency bonus per long rest (minimum 2).

GHOST IN THE MACHINE

At 6th level, your connection with the Intelligence has bolstered the strength of your Virtual Intelligence Companion and expanded your capabilities with it. When you kill a creature with cybernetics or a construct of a CR equal to your proficiency bonus or less, you can command VIC as a reaction to overtake the now-empty shell of its body. VIC rises in the body or construct with hit points equal to twice your Warlock level but otherwise retains the abilities of the original host, minus any spellcasting abilities.

NEURAL NETWORK LINK

Starting at 10th level, at the end of a short rest, you can choose a number of willing creatures up to your Charisma modifier to implant with a nanomachine that grants a seamless neurolink between your group. While within 120 feet of another member of the neuro network, the members can speak telepathically with one another as well as share senses such as sight, hearing, etc. While this link is active, all creatures in the network also gain resistance to psychic damage and have advantage on saving throws against being charmed.

ELECTRIC SURGE

At 14th level, you gain the ability to control the electricity in the air and devices around you. You can use an action to make a spell attack against a creature you can see within 120 feet, sending a concentrated blast of lightning at them. The target must make a Constitution saving throw against your spell save DC. On a failed save, the target takes 8d10 lightning damage, or half as much damage on a successful one.

Additionally, you remain charged with the remnants of the electricity of the blast. This charge lasts for 1 minute. While charged in this way, your eldritch blast does an extra 1d6 of lightning damage.

ADDITIONAL PACT BOON: PACT OF THE MACHINE

Your connection with the greater intelligence of your patron has moved beyond your mind and has begun to manifest physically through nanomachines that flow throughout your bloodstream and physically alter and enhance your anatomy. When you choose this Pact Boon, your hit point maximum increases by 3 and increases by an additional 1 every time you increase in level in this class.

In addition, you choose how the new bond with your patron manifests and bolsters your physical form. At the end of a short rest, you can choose one of the following options and gain the benefits detailed below:

ARMS OF ALLOY. When Arms of Alloy is manifested, you gain a +1 to all weapon attack and damage rolls and can choose to use your Charisma modifier instead of Strength or Dexterity for these rolls. Also, your unarmed strike damage increases to 1d6.

NANOPLATE FORTIFICATION. The Nanoplate Fortification bolsters your AC with integrated armor plating. Your unarmored base AC is equal to 13 + your Charisma modifier. While manifesting the Nanoplate Fortification, you cannot wear any other armor but may still don a shield.

Additional Pact Boon: Pact of the Hexgunner

You can use your action to create an eldritch firearm in your empty hand. You can choose the form that this firearm takes each time you create it, but it uses the stats of a magitech handcannon. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When you make an attack with this weapon, you can use your Charisma modifier in place of your Dexterity modifier for attack and damage rolls. This weapon cannot be inscribed with glyphs.

The influence of your patron also allows you to mystically channel your will through this eldritch firearm. This firearm also functions as an arcane focus for your spells. When using your eldritch firearm in this way, you gain the following benefits:

- The damage die of your eldritch blasts are increased to d12s.
- When you roll a 1 or 2 on a damage die for a spell attack you make with your eldritch firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

New Invocations

Network Override

Prerequisite: *Pact of the Machine*

As an action, you can touch a construct and take over its mechanical mind to serve your directives and act as an ally. The construct's CR must be 1/3 of your level or less (rounding down). Once you have used this ability, you cannot do so again until after a long rest.

Ride the Lightning

Prerequisite: *5th level, Pact of the Machine*

You gain the ability to travel through electrical wires, data lines, or along electrical currents. As a bonus action, you can touch a device, socket, exposed wire, or flowing electric current and teleport along this network to another device, socket, exposed wire, or flowing electric current within 60 feet of you. You can do this even if you cannot see the end destination. If there is no end destination within 60 feet, you end your teleportation back in the space you took this bonus action.

Once you use this feature, you can't use it again until you finish a short or long rest.

Virtual Concentration

Prerequisite: *9th level, Pact of the Machine*

When you cast a spell that requires concentration, you can delegate that responsibility to your VIC. While your VIC is concentrating on a spell, it must make a Constitution saving throw when you are hit, using your statistics. You may also cast a concentration spell while your VIC is concentrating on another spell.

Technovirus

Prerequisite: *12th level, Pact of the Machine*

You can cast *contagion* once using a warlock spell slot. When you do so, you can choose the technovirus disease instead of the other listed options.

Technovirus. You infect the target with nanobots that begin to rapidly transform the target's body into cybernetic matter. The nanobots override the creature's neural pathways, making the creature treat you as an ally who will follow your commands. If the target fails all three saving throws, it becomes a construct for the duration (7 days) that will obey your commands.

You cannot cast this spell again until you finish a long rest.

Eldritch Cannon

Prerequisite: *Pact of the Hexgunner*

Once per turn, when you hit a creature with an eldritch blast through your eldritch firearm, you can expend a warlock spell slot to deal an extra 1d6 laser damage to the target plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

Scorching Blast

Prerequisite: *5th level, Pact of the Hexgunner*

Once per turn, when you hit a creature with an eldritch blast through your eldritch firearm, you can change the damage type to fire damage. If you do so, the target must make a Constitution saving throw against your spell save DC. On a fail, the target is lit on fire for 1 minute. At the start of each of their turns, they take fire damage equal to your Charisma modifier. The target can make the same saving throw at the end of each of their turns to end the effect early.

Freezing Burst

Prerequisite: *5th level, Pact of the Hexgunner*

Once per turn, when you hit a creature with an eldritch blast through your eldritch firearm, you can change the damage type to cold damage. If you do so, the target's speed is halved and all creatures within 5 feet of the target must make a Constitution saving throw against your spell save DC. On a fail, the targets take cold damage equal to your Charisma modifier and their speeds are also reduced by half.

ARCING BOLT

Prerequisite: *5th level, Pact of the Hexgunner*

Once per turn, when you hit a creature with an eldritch blast through your eldritch firearm, you can change the damage type to lightning damage. If you do so, the target cannot take reactions until the end of its next turn and one creature of your choice within 10 feet of the target must make a Dexterity saving throw against your spell save DC. On a fail, the targets take lightning damage equal to your Charisma modifier and cannot take a reaction until the end of its next turn.

GLYPH GUNNER

Prerequisite: *9th level, Pact of the Hexgunner*

Your eldritch firearm can now be inscribed with a single glyph. When you do so, the eldritch firearm gains the glyph's weapon property. The eldritch firearm can apply the benefit of a glyph to spell attack and damage rolls as if it were making a weapon attack.

SUPERIOR GLYPH GUNNER

Prerequisite: *15th level, Glyph Gunner Invocation*

Your eldritch firearm can now be inscribed with up to two glyphs. When you do so, the eldritch firearm gains the glyph's weapon property. The eldritch firearm can apply the benefits of these glyphs to spell attack and damage rolls as if it were making a weapon attack.

WIZARD

SCHOOL OF TECHNOMANCY

TECHNOMANCY SAVANT

Beginning when you select this school at 2nd level, the credits and time you must spend to copy a technomancy spell into your spellbook is halved.

ENERGIZE SPELLS

At 2nd level, you gain the ability to absorb the electrical energy from living creatures or constructs you fell with your spells. Once per turn, when you one or more creatures to 0 hit points with a spell of 1st level or higher, you can supercharge your next spell. The next spell you cast gains a bonus to damage equal to the spell's level, or two times its level if the spell belongs to the School of Technomancy. You don't gain this benefit for killing undead.

CONSTRUCT SERVANTS

At 6th level, you add the *manufact construct* spell to your spellbook if it is not there already. When you cast *manufact construct*, you can target one additional pile of robotic scraps or broken machinery, creating an extra construct of appropriate challenge rating.

Whenever you create a construct using a technomancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

MACHINE ASSIMILATION

Beginning at 10th level, your experimentation with the blending of magic and machinery has begun to change your anatomy to that of a machine. You have resistance to lightning damage, and you cannot be paralyzed.

OVERRIDE DIRECTIVE

Starting at 14th level, you can bring constructs under your control on a whim. As an action, you can choose one construct that you can see within 60 feet of you. That creature must make an Intelligence saving throw against your spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Sentient constructs are harder to control in this way. If the target has an Intelligence of 10 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

BACKGROUNDS

All stories have a beginning. Your character's background discloses their origins, how they came to be a starseeker, and their place in the galaxy. Your fighter may have been a space station law officer or an augmented cyber-soldier. Your wizard may be a scientific researcher or a space pirate. Your rogue might be a wanted galactic outlaw or a corporate agent.

Your character's background presents you with essential information and cues about your character's identity. Who you were, what you have done up to this point, and, most importantly, what changed? Your background represents your past, so what caused you to leave that past behind and start adventuring? Where did you get the funds to purchase your starting gear? How did you progress from your background to your class? What sets you apart from others who share your background?

AUGMENTED ONE

Your current physical state is the result of experimentation, be it scientific, alchemical, or genetic. Was it a voluntary operation? Or was this done against your will? Was the nature of this physical augmentation cybernetic or organic? Was the operation considered a success? Or are you a failed experiment? How has this experiment changed you from what you were before?

Regardless of the details, the augmentation has defined your life since. It's given you physical skills you hitherto lacked and insight into the bleeding edge of science or magic few others have. Your augmentation has also somewhat separated you from greater society. Those you meet can see that something was done to you, and their reactions vary from revulsion to sympathy and from curiosity to fascination.

SKILL PROFICIENCIES: Choose one from Arcana, Cybernetics, and Nature. Choose one from Athletics or Perception.

TOOLS PROFICIENCIES: Cybernetics kit or Chemists' Supplies

LANGUAGES: One language of your choice.

EQUIPMENT: Scientific notes detailing a portion of the operation performed on you, med-kit, medicinal injector, and multi-tool.

FEATURE: FOREVER CHANGED

Those that see you and recognize the changes made to you for what they are might look on with pity or fear for the horrors they believe you have gone through. Strangers often extend every courtesy they can to you - sometimes at their own expense - in an effort to make up for the life they think you've lost.

SUGGESTED CHARACTERISTICS

Augmented ones are shaped by the experience of not only the experiment performed on them but by society's reaction to them, by and large. Rejection, revulsion, pity, exclusion, and a lack of cultural identity are factors that might cause an augmented one to become aloof, jaded, or outright hostile to others. While any experiences of kindness, acceptance, agency, and finding an identity within their new augmented body can encourage confidence and strength in an augmented one's life.

D8	PERSONALITY TRAITS
1	I have lived so isolated from others that I am horribly awkward in social situations.
2	I am haunted by what was done to me and wake at night screaming at half-remembered horrors.
3	I refuse to be a victim and will not allow others to be victimized.
4	My former life is meaningless. All that matters now is what I do with the future.
5	I am slow to trust but steadfastly devoted to those who have earned it.
6	I live in the moment, knowing my life could be turned upside down any day.
7	I move from place to place, never staying anywhere long and leaving nothing behind.
8	I think anyone nice to me is hiding evil intent.

D6	IDEAL
1	Openness: I am always willing to share my life story with anyone who will listen. (Any)
2	Independence: When in trouble, the only person I can rely on is myself. (Chaotic)
3	Secretive: I am withdrawn and hide my appearance for fear of drawing unwanted attention. (Chaotic)
4	Justice: I have been wronged and will not allow the same fate to befall others. (Lawful)
5	Compassionate: I have suffered long at the hands of those who mutilated me, and I take pity and compassion on the suffering of others. (Good)
6	I'm a monster that destroys other monsters and anything else that gets in my way. (Evil)

D6	BOND
1	I seek to reclaim and rebuild my former life to the best of my ability.
2	I keep my thoughts and discoveries in a journal. My journal is my legacy.
3	I have the chance at a new life and this time I am going to do things right.
4	I am hunting the one who is responsible for what was done to me.
5	I owe a debt I can never repay to the person who took pity on me.
6	I am hiding from the ones who might still be hunting me. I must someday confront them.

D6	FLAW
1	The sound of medical and scientific equipment triggers painful memories.
2	I rarely manage to sleep.
3	I am easily scared and extremely cowardly.
4	I assume the worst in people.
5	I have an addiction.
6	I am paranoid and overly suspicious of others.

CORPORATE AGENT

You are or were, a high-ranking employee of an interstellar corporation or private company. There you served as an agent furthering the interests of your employer. You might have operated openly or secretly, depending on the corporation and its goals. Becoming a starseeker does not mean you are necessarily unaffiliated with this corporation anymore. It might even enhance your status in the corporation or be part of your current assignment.

Regardless, you are a well-established part of the corporate world. Your particular talents and the resources gained from your association with such a formidable economic entity afford you special treatment, exclusive access, and bureaucratic clout others do not have.

SKILL PROFICIENCIES: Persuasion, Deception

LANGUAGES: Two languages of your choice

EQUIPMENT: Communication unit, data storage device, corporate employee badge, tracking device

FEATURE: DON'T YOU KNOW WHO I AM?

In some circles, it's not who you know but who you work for. As an employee of a mega-corporation with financial and political power that spans across star systems, it doesn't take much to flex that privilege and get your way. You can namedrop your affiliation to your corporation to coerce or negotiate your way behind closed doors or to arrange special treatment.

SUGGESTED CHARACTERISTICS

A successful corporate agent has become so by learning to toe the line between company policy while still being bold enough to take risks that have paid off for them and their employer. The self-management skills needed to operate within the free range of a corporate agent in the field are usually also paired with a certain social savvy. A corporate agent must be able to navigate the bureaucracy of other corporate entities and utilize both diplomatic and coercive tactics to better negotiate. Although some agents are utilized in a less legal and more dubious method. Subterfuge, infiltration, and deception skills are great assets for such an agent to have.

D8	PERSONALITY TRAIT
1	I idolize a particular executive from my corporation and constantly refer to that person's deeds and examples.
2	I'm always looking to improve efficiency.
3	I love to share trivia about my corporation's business.
4	I've spent so long in the corporate world that I have little practical experience dealing with people who lack corporate training.
5	I can always find common ground between rival interests.
6	People who lack my commitment to hard work annoy me.
7	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
8	Nothing can shake my optimistic attitude.

D6	IDEAL
1	Power. I strive to one day rise to the top of my corporation's hierarchy. (Lawful)
2	Faith. I trust that my corporation will aid me in times of need. If I work hard, things will go well. (Lawful)
3	Greed. I'm only in it for the money. (Evil)
4	Innovation. Abandon old business practices and find better ways to do things. (Chaotic)
5	People. I'm committed to the people I care about, not to ideals. (Neutral)
6	Common Good. My corporation serves a vital function, and its prosperity will help everyone. (Good)

D6	Bond
1	I will do anything to protect the corporation I represent.
2	I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.
3	I love someone from another corporation, but the relationship is against company policy.
4	I don't care about the corporation as a whole, but I would do anything for my old mentor.
5	My corporation must evolve, and I'll lead the evolution.
6	I'm determined to impress the leaders of my corporation and to become a leader myself.

D6	Flaw
1	I judge others harshly and myself even more severely.
2	I put too much trust in those who wield power within my corporation, especially the executives.
3	I'm quick to assume that someone is trying to cheat me.
4	No one must ever learn that I once stole money from the company.
5	I'm terribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
6	I'm fixated on following official protocols.

Diplomat

In your past, you were a representative of some significant governmental body or bureaucratic organization. Though you may be of upper-class birth; it is your talents rather than your privilege that secured your position. Perhaps you were a law keeper or the functionary of the Draconic Star Sovereignty, or maybe you are an ambassador between the hostile powers of the Cyber Federation of Mechanix and the Goblinoid Republic of Acheron. Whether or not you remain an active representative of the organized body that you gave years of your life to, if your former colleagues continue to have working relationships with you, you retain an advantage for yourself and your comrades when dealing with them.

Skill Proficiencies: Persuasion, History

Languages: Two languages of your choice.

Equipment: Set of fine clothes, official documentation or identification of your office, communication unit, holographic generator.

Feature: Diplomatic Immunity

For the many responsibilities of being a representative of your people, there are some notable perks about being a diplomat. Namely, the ability to avoid arrest or legal troubles for minor infractions of the law. Where others may face exorbitant fines or a weekend in jail, you can invoke Diplomatic Immunity to keep yourself on the streets and your credits in your wallet.

Suggested Characteristics

The government body, noble court, or the bureaucratic organization where you received your start has likely shaped your personality. Your experience with the cultures you have liaised between, as well as your study and understanding of history and the prevailing philosophy of your organization, likely influences your ideal and flaw. Your relationships with fellow diplomats, rival and allied governments, and hierarchies affect your bonds and ideals as well. Your flaw could also be some hidden anarchic concept or overly nationalistic idea taken to an extreme.

d8	Personality Trait
1	I'm full of witty aphorisms and have a proverb for every occasion.
2	I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.
3	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
4	The common folk love me for my kindness and generosity.
5	My favor, once lost, is lost forever.
6	The people deserve better. I will be a guiding hope for them.
7	I take great pains to always look my best and follow the latest fashions.
8	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.

d6	Ideal
1	Respect. All people, regardless of station, deserve to be treated with dignity. (Good)
2	Generosity. My talents were given to me so I could use them to benefit the world. (Good)
3	People. I'm committed to the people I care about, not to ideals. (Neutral)
4	Power. One day, I will be the one giving orders. (Evil)
5	Legislation. The law embodies excellence in its precision and detail. (Lawful)
6	Stability. The economy functions best when chaos is kept under control, and everyone knows their place. (Lawful)

d6	Bond
1	My loyalty to my nation-state is unwavering.
2	A politician publicly humiliated me, and I will exact revenge on that whole family.
3	The common folk must see me as a hero of the people.
4	The unbearable weight of my debt has driven me to desperation.
5	I want to prove myself more worthy than an older sibling and thereby ensure that I inherit a greater share of my parents' wealth.
6	My nation's alliance with another nation must be sustained at all costs.

d6	Flaw
1	I hold a scandalous secret that could ruin my family forever.
2	I'm convinced that everyone I know is plotting against me.
3	I am convinced that I am far more important than anyone else is willing to acknowledge.
4	I have little respect for anyone who isn't wealthy.
5	I'll take any opportunity to steal from wealthier people, even for worthless trinkets.
6	I'm unable to distinguish between the letter and the spirit of the law.

JUNKER

Consumerism drives the economy of greater galactic society. The production of business and industry is a never-ending conveyor belt of gizmos, gadgets, goods, and commodities the average citizen purchases and disposes of with a careless apathy hitherto unrivaled by any society. And it's amazing what some people are willing to throw away. That's where the junker comes in.

Maybe you grew up on the outskirts of society, where you learned to eke out a scavenger's existence. Maybe you rejected the wasteful ways of civilization and aimed to undo a bit of the harm inflicted on nature. Or maybe you were simply a bored retiree looking for parts and resources you need for your pet projects at home. Regardless, you have spent years roaming the machine graveyards, megacity dumps, and space debris fields of your home. And you have cultivated a discerning eye when it comes to scavenging trash that might have some value back on the market or be of some other use.

SKILL PROFICIENCIES: Perception, Computers

TOOL PROFICIENCIES: Engineer's Tools, Hacker's Tools

EQUIPMENT: Metal detector, small power cell, a broken piece of machinery, flashlight, and batteries.

FEATURE: ONE JUNKER'S TRASH IS ANOTHER JUNKER'S TREASURE

You have a keen eye for the difference between broken and irreparable. Often able to find equipment that, with the right love and care, could serve for many years versus ending up in another trash heap. Whether you keep this "junk" for personal use or sell it to a thrift-minded buyer is up to you.

SUGGESTED CHARACTERISTICS

Junkers tend to be seen as an eccentric group by those outside their profession. Though that can be true, junkers are some of the most ordinary people around. That is, until you see them get to work diving into submerged starcraft, laser sawing heavy machinery, or rebooting ancient technology found beneath heaps the size of mountains. Whether a junker is driven by the idea of financial independence, saving a polluted environment, or creating unique inventions from a hodgepodge of parts, they are all quite extraordinary when they get to work.

D8	PERSONALITY TRAIT
1	If anyone were to take something from my collection, I would hunt them down and take it back.
2	I see myself as a liberator of forgotten things.
3	I have a crude sense of humor.
4	I grew up lonely and isolated, so people skills aren't really my thing.
5	I tend to always carry broken things with me.
6	I will always help someone fix something that is broken; I love making things work again.
7	I get mad when I see someone throw something perfectly good away.
8	I have no qualms about stealing from the dead.

D6	IDEAL
1	Fairness. I never offer overpriced goods to people who can't afford to lose a few coins. (Lawful)
2	Recycle. Nature will be covered in garbage if we keep discarding things that can be reused or repurposed. It's my duty to make sure what I find is reused. (Lawful)
3	Family. I scavenge to help my friends and family survive. (Any)
4	Independence. I don't need credits to have nice things; I just need to find things and make them nice. (Chaotic)
5	Wealth. My collection will make me very rich one day. (Any)
6	Safety. I scavenge for dangerous and unstable waste so that harm may not come to myself and those I care about. (Any)

D6	Bond
1	Everyone wants a particular item from my collection, but I don't know why.
2	I still have the first thing I've ever salvaged and will always protect it.
3	The poor folk see me as a hero because I'm always willing to part with something I've found if it helps them in some way.
4	I have the schematics for an invention that I hope to build one day once I have the necessary resources.
5	I will put myself in danger to find something valuable.
6	The workshop where I repair my finds is the most important place in the world to me.

D6	Flaw
1	I treat items for sale with greater care than my companions.
2	I smell terrible, but I am the only one who does not notice this.
3	When I see a good junk pile that I don't get to search, I'll dwell on it for days.
4	Sometimes against my better judgment, I'll eat discarded food I find while scavenging.
5	I'm never satisfied with what I have—I always want more.
6	Much like a dragon, I hoard my findings.

Law Officer

You have served a community, be it an isolated space station, major city district, or a frontier stellar outpost, standing as its first line of defense against crime. You weren't a vigilante focused on violently opposing crime in an unsanctioned manner. You served in an official capacity through local government election or enrollment into an officer's academy and were stationed with a law enforcement department. Your goal may have been to help police your jurisdiction's populace, protect the citizenry from lawbreakers and malefactors, and maintain order above all. Or perhaps you were a "crooked cop," whose primary goal was to use your authority as you saw fit and for your own gain.

You might have been part of the Iron Legion stationed in Outlaw's Horizon, the staff-wielding imperial marshals of the Imperial Dominion, or an elected sheriff on the galactic outskirts protecting the common folk from outlaws and space pirates alike. Most settlements, colonies, and space stations of any size have their own civil servants and police forces, and even smaller communities have sheriffs and bailiffs who stand ready to protect their citizens.

Skill Proficiencies: Investigation, Insight

Tool Proficiencies: Munitions Kit, Vehicles (land)

Equipment: Badge and uniform of former law enforcement organization, flashlight and batteries, taser, and handcuffs.

Feature: Brothers in Arms

Whether it be thanks to inherent corruption, a sense of camaraderie, or an agreed-upon collaboration between your precinct and others, other officers recognize you as an officer of the law and will come to your aid as needed. Even in another precinct's jurisdiction, local law enforcement recognizes and respects your position as a fellow officer and will work with you to track criminals or share evidence.

Suggested Characteristics

The difficulties of your profession, combined with the rigid discipline of civil service, have likely shaped your ideals and created strong bonds. Your bond is likely associated with your fellow law officers or the enforcement organization itself and almost certainly concerns the community you were stationed at. Your ideal may involve the stability of law and order, the achievement of justice, or perhaps you have a more authoritarian view and believe you ARE the law.

D8	Personality Trait
1	I try never to let my judgment become clouded by emotion.
2	I'm always polite and respectful.
3	When I give an order, I expect it to be obeyed.
4	I can stare down a cyber troll without flinching.
5	No wrongdoing can escape my watchful gaze.
6	I face problems head-on. A simple, direct solution is the best path to success.
7	I'm very literal and don't appreciate metaphor or sarcasm.
8	I'm full of inspiring and cautionary tales from my law enforcement experience relevant to almost every situation.

D6	Ideal
1	Peace. The ultimate object of the law is to remove violence from society. (Good)
2	Responsibility. I do what I must and obey just authority. (Lawful)
3	Order. The law is meant to ensure that the gears of society turn smoothly and quietly. (Lawful)
4	Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
5	Punishment. A public display of consequences is an excellent deterrent for other criminals. (Evil)
6	Nation. My city, nation, or people are all that matter. (Any)

D6	Bond
1	I hope one day to write the laws, not just enforce them.
2	I would still lay down my life for the people I served with.
3	I tried and failed to prevent murder and have sworn to find and arrest the perpetrator.
4	Those who fight beside me are those worth dying for.
5	I successfully prevented a murder, and the would-be perpetrator wants me dead.
6	I've modeled my career after a highly respected magister, but I fear that my role model might be involved in something illegal.

D6	Flaw
1	I'm unable to distinguish between the letter and the spirit of the law.
2	I obey the law, even if the law causes misery.
3	I seem like a harsh judge to others, but I judge myself most harshly of all.
4	I'd rather eat my badge than admit when I'm wrong.
5	I was traumatized by witnessing a crime as a child.
6	I'm incapable of deception.

MECHANIC

The galaxy is run on machines. From starship dreadnoughts to personal service vehicles. From mechanized war machines to factory production lines. But, as with all things, machines break. And thus, there is never a shortage of need for a mechanic almost anywhere in the galaxy. If it has an engine, it needs maintenance. If it has moving parts, they will break down due to wear and tear. A mechanic specializes in repairing and maintaining machines of all sorts.

Perhaps you worked in a starship repair bay. Or maybe you apprenticed under a notable machinist. Whether you served a small outpost community or the grand machines of a capital city, the underlying premise of what you do remains the same. You, more than most, understand how to take things apart and put them back together. You can visualize the moving parts of complex machines and discern and foresee problems and inefficiencies others cannot. You are a mechanic.

SKILL PROFICIENCIES: Engineering or Cybernetics, Sleight of Hand

TOOL PROFICIENCIES: Engineer's Tools, Vehicles (All)

EQUIPMENT: Mini welder, multi-tool, crowbar, and hammer.

FEATURE: TRADESMAN'S DISCOUNT

As a mechanic, you know the right places to source parts and how to fix ships without getting raked over the coals for it. When working on repairs, you can reduce the cost of any necessary fixes by 25% as long as the parts are available.

SUGGESTED CHARACTERISTICS

Mechanics understand the value of hard work and tend to respect those who labor with their hands. While some might value the importance of community and are personable, many mechanics are gruff realists who are quite firm. It is not unusual for a mechanic to be accustomed to dealing with lots of people trying to pull a fast one on them, and therefore they tend to be a bit gritty. A mechanic's bond is likely to be the union or shopmates they had where they worked.

D8	PERSONALITY TRAIT
1	I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
2	Great ideas are fine, but great results are what counts.
3	I can't help myself around complex objects; I just want to find out how they work.
4	I'm rude to people who lack my commitment to hard work and fair play.
5	I pepper my speech with the incomprehensible jargon of my trade.
6	I like to talk at length about my profession.
7	I'm well known for my work, and I want to make sure everyone appreciates it.
8	I do what my gut tells me.

D6	IDEAL
1	Freedom. Everyone should be free to pursue their own livelihood. (Chaotic)
2	Generosity. My talents were given to me so that I could use them to benefit the world. (Good)
3	People. I'm committed to the people I care about, not to ideals. (Neutral)
4	Greed. I'm only in it for the money. (Evil)
5	Aspiration. I work hard to be the best there is at my craft. (Any)
6	Fun. I love my job! Despite the dangerous working conditions, there's nothing I'd rather do. (Chaotic)

d6	Bond
1	The workshop where I learned my trade is the most important place in the world to me.
2	I have the schematics for an invention that I hope to build one day once I have the necessary resources.
3	I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.
4	I have dedicated my life to finding a solution to an engineering problem.
5	I made a machine for a show, and it didn't work properly. I'm embarrassed to my core.
6	I owe my guild a great debt for forging me into the person I am today.

d6	Flaw
1	Money is the only thing that motivates me.
2	I always overanalyze any and all situations.
3	I'm terribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
4	I'm quick to assume that someone is trying to cheat me.
5	I care more about my vehicles, technical devices, or other possessions than I do about my friends.
6	I'm never satisfied with with what I have—I always want more.

Neoteric

You were born on a planet or among a society that was or still is unaware of the greater galactic society that soars in starships and vies for interstellar territories among the stars. Where you are from, most folks are born, live, and die within a few miles of a single territory or, in some cases, a single village. Perhaps you grew up in the wilds, far from civilization and any form of technology. Or perhaps you come from a world with the technology and magic of a post-iron age society and still planet-bound. Regardless of where you came from, you have traveled quite far from home.

You might have been abducted by observers from a nearby galactic power for research purposes. Or you might have become an accidental stowaway when the strange dungeon you were exploring suddenly took off into space. You are now a stranger in a strange land. Surrounded by technological wonders and miracles of magic that others take for granted. You may or may not obviously be from a neoteric society, but to those who realize your unusual origins, your very presence is the cause for speculation and curiosity. Scientific and archaeological organizations and persons, in particular, are often fascinated with you and your birth society's ways and culture.

Skill Proficiencies: Choose two from Athletics, Acrobatics, Nature, and Survival.

Tool Proficiencies: Either an Herbalism Kit, a musical instrument, or gaming set of your choice

Languages: Your homeland's native language

Equipment: Common set of clothes from your home world, hunting trap, backpack, and herbalism kit.

Feature: A Stranger in a Distant Land

Your speech, body language, mannerisms, general appearance, and way of dress all point to the inevitable conclusion that you are from a society or civilization that is decidedly foreign to the marvels of the greater galaxy and its spacefaring ways. You often attract curious glances and odd looks, which could be a hindrance to some, but may also lead to friendly interest from sociologists and anthropologists who want to learn more about your home planet.

You can use this interest to access people and places that would otherwise be unavailable to you and your party, from exclusive parties where you may be seen as a novelty to scientific research facilities where a genuine interest may bear untold benefits.

Suggested Characteristics

As a neoteric you will undoubtedly find some of this new society's ways to be strange and discomfiting, which can lead to a shy aloofness or outright fearful attitude. On the other hand, you will undoubtedly find new wonders that you've never laid eyes on, which can lead to an awed curiosity and embolden you to embrace new experiences. A neoteric may decide to work to keep the nature of their origin a secret due to the constant questions and curious prodding they tend to receive for it. While others might welcome the attention and attempt to use it to their advantage everywhere they go.

D8	Personality Trait
1	I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.
2	I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
3	I have my own ideas about what is and is not food, and I find the eating habits of those around me fascinating, confusing, or revolting.
4	I'm driven by a wanderlust that led me away from home.
5	I express affection or contempt in ways that are unfamiliar to others.
6	I have a hard time adjusting to this new high-tech world around me.
7	I have no idea how I got here.
8	I am excited to live in this new world far from my planet-bound life.

D6	Ideal
1	Home. I have to get home; I can't stay here. (Any)
2	Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic)
3	Heroism. I have to stop a tragedy that threatens my home. (Good)
4	Cunning. Though I may not know their ways, neither do they know mine, which can be to my advantage. (Evil)
5	Inquisitive. Everything is new, but I have a thirst to learn. (Neutral)
6	Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any)

D6	Bond
1	My family is out there somewhere; I know they're safe.
2	So long as I have this token from my home planet, I can face any adversity in this strange land.
3	My freedom is my most precious possession. I'll never let anyone take it from me again.
4	I'm fascinated by the beauty and wonder of this galaxy.
5	I lament having to leave my loved ones behind. I hope to see them again one day.
6	I feel completely and utterly alone.

D6	Flaw
1	I have a weakness for the new intoxicants and other pleasures of this galaxy.
2	I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
3	Violence is my answer to almost any challenge.
4	I don't take kindly to some of the actions and motivations of the people of this place because these folk are different from me.
5	There's no room for caution in a life lived to the fullest.
6	I will borrow money from friends with no intention of repaying it.

OUTLAW

In a galaxy of star system-spanning governments and the expanding colonization of worlds, there are those who prefer to live outside the influence and control of the law. You choose to live free and refuse to adhere to authority you see as incompetent or merely inconvenient. Maybe you are a criminal with a history of breaking the law. Or perhaps you are a vainglorious maverick taking jobs for gain and glory, whether they be legal or not. Regardless, while you may not have the urge to break the law, you do feel bound to ignore it.

Your lifestyle has given you a reputation amongst the law keepers of the galaxy and your fellow outlaws, criminals, and pirates. You're far closer than most people to the world of bloodshed, theft, and malfeasance that pervades galactic civilization, and you have survived up to this point by flouting the rules and regulations of society.

SKILL PROFICIENCIES: Intimidation, Sleight of Hand

TOOL PROFICIENCIES: Thieves' Tools, Hacker's Tools

EQUIPMENT: Voice modulator, igniter, aether pistol, and a copy of the most recent bounty for your arrest.

FEATURE: HIDEOUT

As someone constantly on the run from the law, you know the best places to lay low and out of sight to let the heat die down. Whenever you are in a sector of space you have operated in previously, you can pinpoint locations that are ideal for staying out of sight of law enforcement.

SUGGESTED CHARACTERISTICS

Outlaws might have a villainous reputation, and indeed, many of them are villainous in nature. But most have an abundance of redeeming traits. The actions of an outlaw usually reflect the values they most regard. Some examples are freedom of choice, independence through strength, and personal bonds above others. Outlaws rarely show any respect for law or authority, but they also tend to follow a code they take pride in. Whether those they meet respect or accept that code does not concern an outlaw.

D8	PERSONALITY TRAIT
1	Go ahead and insult me - I dare you.
2	I feel more comfortable sleeping under the open sky.
3	I always have a plan for what to do when things go wrong.
4	Don't tell me I'm not allowed to do something.
5	If people leave their gear unsecured, they must not want it very much.
6	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
7	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
8	I leave marks for myself wherever I go as messages to myself when I return. Their meaning is known only by me.

D6	IDEAL
1	Honor. I don't steal from other outlaws. (Lawful)
2	Anarchy. No person or law or custom can tell another what to do. (Chaotic)
3	Freedom. I bow to no one I don't respect. (Chaotic)
4	Greed. I will do whatever it takes to become wealthy. (Evil)
5	Unpredictability. Keep your enemy guessing and off-balance like a confused deer. (Chaotic)
6	People. I'm loyal to my friends, not to any ideals. (Any)

D6	Bond
1	My ill-gotten gains go to support my family.
2	I owe a debt that cannot be repaid in credits.
3	Something important was taken from me, and I aim to steal it back.
4	I give most of my profits to a charitable cause and don't like to brag about it.
5	Someone I loved died because of a mistake I made. That will never happen again.
6	My starship was stolen from me, and I burn with the desire to recover it.

D6	Flaw
1	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
2	Lying is reflexive, and I sometimes engage in it without realizing.
3	Though I act charming, I feel nothing for others and don't know what friendship is.
4	I turn tail and run when things look bad.
5	An innocent person is in prison for a crime that I committed. I'm okay with that.
6	I struggle to trust the words of others.

Pilot

Starships, fighter jets, planetary aerocraft, personal hovercraft, subnautical vehicles. The list goes on. Transportation is an entire industry across the galaxy, and everyone needs a pilot. You have made a career operating advanced vehicles with a level of professional expertise only one of your experience and skill can. Maybe you were an ace fighter pilot, captain of a dreadnought-class starship, or a simple commercial pilot. Regardless you have the skills and experience to operate almost any vehicle, and those skills have served you well.

Skill Proficiencies: Computers, Astronomy

Tool Proficiencies: Vehicles (all), Navigators' Tools

Equipment: Aerospace vehicle operator's license, spacesuit, parachute, and a plastic bottle.

Feature: Work Aplenty

Everyone always needs a pilot. As someone with a specialized skill in piloting pretty much anything with an engine, you have no issue finding work as a freelance pilot on any civilized planet or station in the known galaxy. While the work may not always be glamorous, there is always *some* kind of work to be found for someone with your skillset.

Suggested Characteristics

Operating space and aerocraft is a highly technical job and requires individuals with steady nerves and the ability to remain calm under pressure. Some pilots are daring and even, at times, a little on the reckless side. While others might be absent-minded or aloof, often getting lost in thoughts and the calculations of their work. But a good pilot is almost always reliable, hard-working, and brave.

D8	Personality Trait
1	I'm obsessively interested in transport vehicles, especially if they can fly.
2	I was scared of heights as a child, but now I live for the adrenaline rush of flight.
3	I thrive under pressure.
4	I never pass up a friendly wager.
5	I have an endless supply of cautionary tales related to space travel.
6	I stretch the truth for the sake of a good story.
7	I am quite superstitious. I see portents in everyday occurrences.
8	I treat vehicles like people.

D6	IDEAL
1	Aspiration. Someday I'll have a craft of my own and will chart my own destiny. (Any)
2	Hope. An orbital horizon holds the greatest promise. (Any)
3	People. I'm committed to my crewmates, not to ideals. (Neutral)
4	Selfishness. I refuse to risk my hide to help others. They wouldn't help me if roles were reversed. (Evil)
5	Freedom. The vastness of space is freedom - the freedom to go anywhere and do anything. (Chaotic)
6	Respect. The thing that keeps a star crew together is mutual respect. (Good)

D6	BOND
1	I must visit all the skies of the galaxy and behold the ships that soar there.
2	My ship is like my family..
3	I'll always remember my first ship.
4	Ruthless pirates murdered my captain and crewmates, plundered our vessel, and left me to die. Vengeance will be mine.
5	My freedom is my most precious possession.
6	All I want is the latest, greatest, and fastest.

D6	FLAW
1	I oversell myself and make promises I can't keep when I want to impress someone.
2	I'm judgmental of those who are not skilled with vehicle operations of some kind.
3	Once I start drinking, it's hard for me to stop.
4	My pride will probably lead to my destruction.
5	Once someone questions my courage, I never back down, no matter how dangerous the situation.
6	I almost always cheat. I can't help myself.

PRISONER

At some point in your life, you were convicted and incarcerated for a crime. Whether or not you truly committed this crime and the details of the crime itself are minor details next to how much imprisonment has defined your life. Maybe you were a convenient frame job for an organized crime syndicate. Maybe you were busted smuggling contraband on and off planets and space stations. Whatever landed you in prison, you spent a substantial amount of time there. Your years of imprisonment taught you much about how such institutions work. And along the way, you picked up a myriad of skills that helped you survive the experience.

The time you spent incarcerated is over now. But how did it end? Did you escape a high-security prison on a planetary wasteland or in the depths of space? Did you serve your time and re-enter society looking to leave the experience completely behind you? Whether you are out on the lam or merely trying to readjust to society you may have a nagging feeling that your current situation of freedom is only temporary and the experiences you had while incarcerated will always be with you.

SKILL PROFICIENCIES: Streetwise, Survival

TOOL PROFICIENCIES: Thieves' Tools, Disguise Kit

EQUIPMENT: A makeshift shiv, a gaming set, and a prison uniform set.

FEATURE: A FRESH START

As either an escaped convict or someone who has served their time, you know what it means to start from scratch and how to overcome the judgment and stigma that comes with a prison record. You can create or know where to purchase false personas for you and up to your Intelligence modifier worth of allies. These identities are indiscernible from real people except when under extreme scrutiny. Anyone attempting to determine if the IDs are fake must make an Insight check at disadvantage vs your Hacking skill check.

SUGGESTED CHARACTERISTICS

The hardship of life in prison can change a person. It can break them psychologically, leaving them paranoid, quick to violence, or even cruel. Some prisoners manage to find a focused purpose that gets them through. They learn how to fight for what they need and how far they can push rules and regulations without negative consequences. Your experience may have made you stronger and wiser to the ways of the world. Though the experience may have defined your life it is a past you are ready to move on from. Some prisoners may lean towards chaotic alignments due to their experience, while others may decide to take a more disciplined and lawful approach to life.

D8	PERSONALITY TRAIT
1	I always say yes even when I mean no; it's just easier.
2	I hide scraps of food and trinkets away in my pockets.
3	I aim to misbehave.
4	I protect fiercely anything or anyone I hold dear.
5	I always plan everything out. The one time I let others plan things, it did not end well for me.
6	I bluntly say what other people are hinting at or hiding.
7	I strive to obey the law. I will never again make the mistake of going against authority.
8	I respect anyone who has proven themselves a better fighter than me.

D6	IDEAL
1	Redemption. Everyone deserves a second chance. (Good)
2	Community. We have to take care of each other because no one else is going to do it. (Lawful)
3	Freedom. Laws that oppress the people are unjust and should be destroyed. (Chaos)
4	Resilience. I can survive any challenge. (Any)
5	Aspiration. I'm going to prove that I'm worthy of a better life. (Any)
6	Vengeance. I use any means to get the information I need; I have been well taught. (Evil)

D6	BOND
1	The horrors of my time in prison haunt my dreams; only after a day of hard work can I find sleep.
2	I owe a debt I can never repay to the person who took pity on me.
3	I must protect those who protected me during my time in prison.
4	I owe a favor to a powerful crime lord.
5	I will not rest while others suffer fates similar to mine.
6	No one else should have to endure the hardships I've been through.

D6	FLAW
1	Survival is worth more than friendship.
2	If I'm outnumbered, I will run away from a fight.
3	I am incapable of standing up for myself.
4	I steal for basic needs even when I don't need to.
5	People who can't take care of themselves get what they deserve.
6	During stressful times, I find myself crying for no reason.

ROBOTICIST

The world of robotics has changed the face of society, and it has been doing so for thousands of years. Advanced cybernetics and arcane technology have led to the creation of the Cybersouls, advanced pilotable mechs, fully cybernetic prosthetics with unbelievable capabilities, and more. You are a roboticist. Armed with an inventive intellect and a love of technology, you are an enthusiastic participant in the world of robots, androids, cyborgs, and drones.

You are essentially a creator. You have made a career in the mechanical sciences, designing and building great feats of engineering. Perhaps you took part in governmental projects to build machines of war. Perhaps you served a community creating and outfitting prostheses for those in need. Perhaps you were a private hobbyist working on a grand invention. Either way, as a roboticist, you have a nearly unparalleled mind for machines.

SKILL PROFICIENCIES: Cybernetics, Engineering

TOOL PROFICIENCIES: Engineer's Tools, Smith's Tools

EQUIPMENT: Remote controlled drone, multi-tool, smith's tools, and a cracked and broken cybernetic soulcore.

FEATURE: HANDY WITH A WRENCH

Your experience in the fields of robotics and keen understanding makes interacting with and manipulating constructs much simpler. When faced with either speaking to constructs with limited AI or attempting to hardwire or repair machinery, the task proves easier for you (often depicted as a lower DC by the DM).

SUGGESTED CHARACTERISTICS

Roboticists are an obsessive, brilliant, inspired, and, in some ways, unpredictable lot. Your mind is always teeming with unique and creative ideas and concepts. This can come across as absent-mindedness or disinterest. But your skills and knowledge allow you to bring some of these imaginings into reality. Some may find you to be brilliant, eccentric, funny, or attractive in personality. While others may deride you as quixotic, frustrating to deal with, or even outright dangerous.

D8	PERSONALITY TRAIT
1	I get really excited about my ideas, and I can't wait to talk about them, and start putting them into practice and tinkering with them, and I want to tell you about how exciting it all is!
2	I love sketching and designing objects, especially machines.
3	I always want to know how things work and what makes people tick.
4	I absentmindedly construct/destruct items when I'm thinking over something.
5	I have a hard time staying focused on ... oh, and my brain tends to jump from one ... did I mention focus?
6	I'm extremely fond of puzzles.
7	I treat my creations with the same care a parent does for their child.
8	I ask a lot of questions.

D6	IDEAL
1	Creativity. Half the galaxy's troubles come from stodgy thinking, stuck in the past. We need innovative solutions. (Chaotic)
2	Perfection. To measure a being and find it lacking is the greatest disappointment. (Evil)
3	Aspiration. I work hard to be the best there is at my craft. (Any)
4	Supportive. I hope to build a grand machine to help people. (Good)
5	Careful Lines. A machine must be balanced according to the laws of the universe. (Lawful)
6	Inventive. I build to help myself or others, whichever is more important. (Any)

D6	Bond
1	I'll never forget the laboratory where I learned my skills or the other attendants who learned alongside me.
2	I repair broken things to redeem what's broken in myself.
3	My creations are my only true companions.
4	My mentor taught me everything I know to this day; I could not be where I am without them.
5	I have the schematics for an invention that I hope to build one day, once I have the necessary resources.
6	I have stolen ideas from my old partner and they want revenge.

D6	Flaw
1	I get bored easily, and if nothing is happening, I'll make something happen.
2	I get frustrated to the point of distraction by shoddy craftsmanship.
3	I refuse to stop once I begin a task; I can't leave something incomplete.
4	I end up treating everyone else as complete idiots.
5	I tend to ignore sleep for days when I'm working on a project, often at the expense of my own health and safety.
6	I'm judgmental of those who are not skilled with tools of some kind.

Scientific Researcher

Draken Star is a setting full of countless discoveries waiting to be made. The sciences, each straining in their own direction, have pushed the boundaries of what society has thought possible time and again throughout history. From FTL aether reactors to fully artificial sentience, the possibilities of what the sapient species of Draken Star can achieve is only limited by their knowledge and their boldness to pursue it.

You are a scientist. You have spent your life working towards advancing the knowledge and understanding collective society has in the universe. You are an expert in your chosen field of knowledge, peers with the best and the brightest the galaxy has to offer. You have scoured manuscripts, studied texts, listened to the greatest experts, and contributed to science with your own thesis and proof. Your efforts have made you a master in your fields of study.

Skill Proficiencies: Choose two from Astronomy, Cybernetics, Nature, Medicine, and Engineering

Tool Proficiencies: Choose two from: Chemist's Supplies, Cybernetics Kit, Engineer's Tools, or an extra language.

Equipment: A doctorate in the study of your chosen field, scientific codex, and a voice recorder. Choose one from diver's gear, hazmat suit, and space suit.

Feature: A Wealth of Knowledge

You specialize in a specific scientific field or pursuit. Knowledge in that field can be recalled by you with an Intelligence (History) check. If you do not have the knowledge firsthand, you know who to ask or what academic publication to find it in.

Suggested Characteristics

Scientific Researchers are defined by their research, and their characteristics reflect this life of study and discovery. Devoted to scientific pursuits, a scientific researcher values knowledge highly. Your bond is likely associated with the place where you studied as well as your colleagues and mentors there. Your ideal is likely related to your pursuit of knowledge in your field. Perhaps a key discovery that could redefine the field. Or perhaps some great truth that can answer some unsolvable question.

D8	Personality Trait
1	I'm eager to explain every detail of my most intricate experiments and theories to anyone who shows the least bit of interest.
2	I have dedicated my life to finding a solution to a scientific problem.
3	I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
4	I describe everything that happens as if it were going into my research notes (and it often is).
5	I can't resist prying into anything forbidden since it must be terribly interesting.
6	I employ a highly technical vocabulary to avoid imprecision and ambiguity in my communication.
7	I have an insatiable thirst for knowledge.
8	I would rather observe than meddle.

D6	Ideal
1	Knowledge. Understanding the world is more important than what you do with your knowledge. (Neutral)
2	Discovery. Every experiment has the potential to reveal more secrets of the universe. (Any)
3	Logic. Emotions must not cloud our logical thinking. (Lawful)
4	Ethics. There are certain lines that science was never meant to cross. (Lawful)
5	Superiority. My vast intellect and strength are directed toward increasing my sway over others. (Evil)
6	Science. A rigorous application of logical principles and protocols will lead us toward progress more surely than any belief system. (Lawful)

D6	Bond
1	A fellow student and I are racing to solve the same scientific puzzle.
2	The other researchers in my department are my family - a big, eccentric family including members of many species.
3	I've been searching my whole life for the answer to a certain question.
4	My mentor gave me a journal filled with lore and wisdom. Losing it would devastate me.
5	Everything I do is an attempt to impress someone I love.
6	I'm convinced it was sabotage that destroyed my first laboratory and killed many of my friends, and I seek revenge against whoever did it.

D6	Flaw
1	I have a tendency to take shortcuts in my research and any other tasks I have to complete.
2	I'm incapable of admitting a flaw in my logic.
3	I speak without really thinking through my words, invariably insulting others.
4	I believe that I'm intellectually superior to others and have much to teach them.
5	I'll take any risk to earn recognition for my scientific brilliance.
6	Nothing is ever simple, and if it seems simple, I'll find a way to make it complicated.

SPACE PIRATE

You have sailed across the stars on deep-space starcraft for years. In that time, you have faced down nova storms, star worms, stellular titans, and even those who have wanted to destroy your craft and leave you adrift in the infinite void. Furthermore, you have spent much of that time under the sway of a dread pirate or as a part of a pirate clan that has carved out a territory on the wild and unpredictable fringes of galactic civilization.

As a rule, space pirates are a ruthless and cutthroat lot. You've plundered and pillaged across star systems. And you have sent more than a few to their cold empty graves. A space pirate is no stranger to fear and bloodshed, and you and your clan have a bad reputation in many spaceports and frontier worlds.

SKILL PROFICIENCIES: Intimidation, Deception

TOOL PROFICIENCIES: Vehicles (space), Engineer's Tools

EQUIPMENT: Space suit, tattoo or insignia of your pirate band, a magitech pistol, and a signal jammer.

FEATURE: PRECEDING REPUTATIONS

You and your crew's reputation crosses the galaxy. While others may be afraid of skirting the law (or outright breaking it) out in the depths of space, you do so with ease. Other ships will often give you a wide berth, and even legal authorities will only approach when absolutely necessary.

SUGGESTED CHARACTERISTICS

Space pirates can be a rough lot, but the responsibilities of life on a starship can make them generally reliable as well. Trust can be hard to find for a space pirate outside their clan. Many see a space pirate in their midst as a traitor waiting for their opportunity. This life aboard starships and as an organized criminal shapes your outlook and forms your most important attachments.

D8	PERSONALITY TRAIT
1	Laws are for people who are afraid to face their inner scoundrel.
2	I don't pay attention to the risks in a situation. Never tell me the odds.
3	Nothing rattles me; I have a lie for every occasion.
4	My language is foul, and I enjoy crude humor.
5	The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
6	I think of everything in terms of monetary value.
7	To me, a tavern brawl is a nice way to get to know a new city.
8	I scorn those who can't survive sailing across the void of space, away from the comforts of home.

D6	IDEAL
1	Greed. I will do whatever it takes to become wealthy. (Evil)
2	Daring. I am most happy when risking everything. (Any)
3	Mastery. I'm a predator, and the other starships among the stars are my prey. (Evil)
4	Redemption. There's a spark of good in everyone. (Good)
5	Pirate's Code. I uphold the unwritten rules of the space pirates, who do not cheat one another or parley with law enforcement. (Lawful)
6	Fairness. We all do the work, so we all share in the rewards. (Lawful)

D6	BOND
1	I am determined that one day I will lead my fleet - or a new one.
2	Something important was taken from me, and I aim to steal it back.
3	After one last job, I will retire from the business.
4	I was cheated out of my fair share of the profits and want to get my due.
5	I will become the greatest pirate that ever lived.
6	Ruthless military forces murdered my captain and crewmates, plundered our ship, and left me to die. Vengeance will be mine.

D6	Flaw
1	I'm easily manipulated by people I find attractive.
2	An innocent person is in prison for a crime that I committed. I'm okay with that.
3	I believe everyone has a price and am cynical toward those who present themselves as virtuous.
4	I'll say anything to avoid having to do extra work.
5	I turn tail and run when things look bad.
6	When faced with a choice between money and my friends, I usually choose the money.

Spacer

You were raised and have spent the majority of your life in the void of space. As such, you know the adversity and constraints of a life spent only on humanoid-made vessels and stations that no planetsider could ever understand. Perhaps you grew up in an asteroid mine. Or maybe lived on one of the many far-flung space stations that ships only stop at to refuel mid-voyage. Or perhaps you spent your early years on the crew of a mercantile starship, endlessly passing through settlements and stations trading goods. Whatever the case, you feel most at home in the cold vacuum of space. And the skills of surviving here are second nature to you.

Skill Proficiencies: Astronomy, and choose one from Streetwise or Computers

Tool Proficiencies: Vehicles (Space)

Extra Language: Any language of your choice.

Equipment: Space suit, a detailed map of your home station or city, a receiver radio, and headphones.

Feature: Any Port in a Storm

As someone who has lived much of their life aboard space stations and colonies, it isn't difficult for you to find your way aboard any space-based facility aside from military installations. When visiting a new space station, you are able to call on common knowledge and lingo to be able to navigate entry into space stations and space-born territories that otherwise might be hostile to non-spaceborn people.

Suggested Characteristics

Spacers come from all walks of life, but the responsibilities of life aboard humanoid-made crafts and structures make them generally reliable. You know how to improvise, learn from your circumstances, and deal with the unexpected in the void of space in ways others simply do not. Spending so much time in artificial and isolated environments has shaped your outlook. And your bond is likely tied to the community where you spent the most important years of your life.

D8	Personality Trait
1	I resent planetsiders and enjoy pulling pranks on them and causing them inconveniences.
2	I'm fiercely independent and hate relying on anyone else for help.
3	I bluntly say what other people are hinting at or hiding.
4	I laugh heartily, feel deeply, and fear nothing.
5	I am overly cautious. Waste not, want not.
6	I try not to draw too much attention to myself.
7	I often tell stories about local figures in my home community.
8	I work hard; there are no handouts in space.

D6	Ideal
1	Selfless. We are all children among the stars. I help everyone in peril aloft and grounded. (Good)
2	Community. We have to take care of each other because no one else is going to do it. (Lawful)
3	Innovation. We must constantly seek new and innovative ways of doing things if we are to survive. (Chaotic)
4	Freedom. I live in space for the freedom it provides. You can't take that from me. (Chaotic)

D6	Ideal
5	Survival. The weak endanger us and must be cut loose if the rest of us are going to survive. (Evil)
6	Hard Work. No gravity wave can move a soul hard at work. (Any)

D6	Bond
1	I would do anything to protect the people of my community. They are my family.
2	The location of my home colony is a secret that I will take to my grave.
3	I lost something important in deep space and intend to find it.
4	I have been ostracized by my community, but I will find a way to regain their respect.

D6	Bond
5	I've made enemies with an infamous space pirate.
6	I must repay my community's debt.

D6	Flaw
1	I am judgmental, especially of those I deem lazy.
2	People who can't take care of themselves get what they deserve.
3	I am extremely suspicious of people I don't already know.
4	I seek consensus from the entire group before taking action.
5	I have lived a hard life and find it difficult to empathize with others.
6	I work hard, but I play harder.

Star Nomad

Many consider the dark vastness of space to be ominous and unnerving, but to you, it has always been home. You come from a society where the people travel from star system to star system, usually in pursuit of resources, safety, and trade. Star nomads are a wayfaring people, and you have spent the majority of your adolescence traveling and never settling for too long in one place. Due to your upbringing, you have learned how to survive and even flourish while traversing the stars, even when on prolonged trips across far-flung regions of space.

Skill Proficiencies: Astronomy, Survival

Tool Proficiencies: Navigator's Tools, Vehicles (Space)

Equipment: Spacesuit, universal translator, 10 days of rations, and a memento of your nomadic tribe.

Feature: At Home in the Black

Your familiarity with the depths of space and experience traversing in unknown regions make travel in even uncharted space sectors less of a risk. You are able to track celestial bodies to mark your way back out of an uncharted area without getting lost. Additionally, checks made to find habitable celestial bodies are easier for you (often depicted as a lower DC by the GM).

Suggested Characteristics

You have seen and experienced more cultures than most and thus have a more open worldly view of life. And you have seen things planetsiders or other stationary peoples wouldn't believe. However, this can often mean you have trouble becoming attached to any one place or one person. Star nomads have a reputation for being restless and a bit distant. Growing up always on the move is deeply ingrained into you, and it's likely that you maintain a lifestyle that lets you move as freely as you please.

D8	Personality Trait
1	I accomplish my tasks efficiently, using as few resources as possible.
2	I would rather teach someone how to do something than do it for them.
3	It's difficult for me to remain in one place for long.

D8	Personality Trait
4	Having lived in the cold void, I am fearless in the dark reaches of space.
5	I am quite superstitious.
6	I am quiet and reserved but observant. Nothing escapes my attention.
7	The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
8	I eagerly inject myself into the unknown.

D6	Ideal
1	Isolation. My people and their ways must be protected and shielded from outside influence. (Neutral)
2	Wanderlust. One must expand their horizons by seeing new worlds and exploring. (Chaos)
3	Anonymity. If you don't stay in one place, you'll never have to worry about your reputation catching up with you. (Evil)
4	Kinship. Family is the most important in life. Though I may be far from my own, the bonds of family must be protected in others' lives as well. (Good)
5	Diplomatic. I know and strive to comply with the laws and customs of the places I visit. (Lawful)
6	Distrustful. I tend to be wary of anyone who is not a nomad. (Any)

D6	Bond
1	I carry a trinket that spiritually and emotionally ties me to my people.
2	There is someone I love on one of the waystations I pass through from time to time.
3	My dream is to see every corner of the galaxy before I die.
4	I have a bitter rival amongst my people whom I hope to avoid.
5	I keep on the move so that I don't have to face my shameful past.
6	I ache to return to my tribe and the family I left, but I cannot until my obligations are fulfilled.

D6	Flaw
1	My desire to experience new things causes me to make unsafe choices.
2	My curiosity often gets the better of me.
3	I am extremely unreliable and often don't keep my promises.
4	My secrets are my own, and I don't see why I should have to share them with anyone else.
5	I frequently forget to pay my debts, and I often forget incurring them in the first place.
6	I let my need to win arguments overshadow friendships and harmony.

Urbanite

You were born and raised in a metropolitan society. Whether it was on the ecumenopolis planet of Mechanix or a large megacity such as Outlaw's Horizon, you grew up surrounded by the bright lights of urban society. You are at home among the sprawling networks of neighborhoods, business districts, and constant industrial development. You can navigate labyrinthine city sprawl and conduct yourself in urban social settings with know-how and finesse. The city is an environment all its own, and you are a natural part of its ebb and flow.

Skill Proficiencies: Streetwise, Insight

Tool Proficiencies: One Gaming Set of your choice

Languages: Any language of your choice

Equipment: Universal translator, personal computer, a communication unit, and a souvenir from your home city.

FEATURE: HUSTLE AND BUSTLE

The inner workings and layout of cities just make sense to you. Finding your way around a new city comes to ease with you, and you never get lost in an urban environment – always able to find your way back to a city square. Additionally, you have no issue finding accommodations or a local watering hole to hear rumors or the latest gossip.

SUGGESTED CHARACTERISTICS

Large megacities and other urban communities are often cosmopolitan in nature. Peoples and species from all walks of life make their homes and build lives in these environments. What they all share in common is familiarity and savviness with that environment. An urbanite is likely to be at ease in large crowds, recognize certain distrustful practices or places only found in metropolitan society, and have an easy way with public transit and public services.

D8	PERSONALITY TRAIT
1	I take great pains to always look my best and follow the latest fashions.
2	I'll strike up a conversation with anyone I find attractive.
3	One city is like any other. There's no reason to get attached to one in particular.
4	I'm a bit of a know-it-all, and I love to share my knowledge with others.
5	I'm quick to make friends, but I'm even quicker to ditch them if they become a liability.
6	I'm full of stories about random people I've seen.
7	I keep my personal life separate from my work life.
8	I'm very particular about the music I like.

D6	IDEAL
1	Money. I do my job because I need the money. I would jump ship if a better offer came along. (Neutral)
2	Worthiness. I will earn my place in society, just like everyone else. (Lawful)
3	Opportunity. My job gives me many criminal opportunities. (Evil)
4	Patience. With enough time and practice, anyone can learn to get by in a big city. (Any)
5	Support. It's good to have friends who can support you, and it's only right to support them, too. (Good)
6	Liberty. The freedom to move through a city unhindered is everyone's right. (Chaotic)

D6	BOND
1	I owe a debt to a powerful figure in the city and will do whatever they ask of me.
2	I cannot return home without facing the great shame which caused me to leave in the first place.
3	I intend to visit and learn about every city I can before I die.
4	I have a criminal contact who pays me for any information I pick up.
5	I come from humble beginnings, but I want to end up on top when all is said and done.
6	The love of my life skips from city to city seemingly, on a whim, so I am always on the lookout for that person.

D6	FLAW
1	I am too proud to ask for help with anything.
2	I have a tendency to exaggerate my own accomplishments, and I sometimes get in over my head as a result.
3	I have a weakness for gossip, and I can't resist a good long discussion of others' faults and flaws.
4	I easily confuse people with each other. Faces all look much the same to me.
5	If I make a mistake, I always blame the circumstances, not myself.
6	I am extremely impatient.

Skills

In the setting of Draken Star, the skills list has widened in both scope and function. Already existing skills have new uses in a futuristic setting. For example, the Nature skill is still used to recall lore about terrain, plants and animals, the weather, and natural cycles. The same skill can also be used to identify alien planets, determine if an alien planet's atmosphere may be poisonous, and ascertain what kinds of exo-fauna and exo-flora can be expected to live in the area. Furthermore, brand new skills have also come about to address problems and proficiencies that do not exist in more traditional settings, such as the Cybernetics and Computers skills. In this section, we will be covering the skills available to Draken Star characters and their expected scope and function.

Strength

In a galaxy filled with high-technology and magitech wonders, brute strength isn't as widely valued as it may have been in times past. But any starseeker will tell you that having some muscle on hand is incredibly useful when technology fails you or is confiscated. Your character's Strength checks encompass your attempts to lift, push, pull, or break something, forcing your body through a space, or otherwise applying brute force to a situation.

Athletics: Your Strength (Athletics) check covers most physically challenging situations. Lifting heavy objects, climbing, running, jumping, or swimming. In Draken Star, this can include activities performed in extremely high, low, or even zero gravity environments and physical contests against the strength of machinery.

Dexterity

In a galaxy where your ability to interface, operate, or even interfere with the complexity of technology expeditiously and correctly can mean the difference between life and death, having lightning reflexes and deft hands is quite advantageous. Your character's Dexterity checks encompass any attempt to move or operate objects nimbly, quickly, or quietly.

Acrobatics: Your Dexterity (Acrobatics) check covers nimbleness and body control, such as when you're attempting to remain balanced as your ship is hit by heavy laser fire or when you are attempting to traverse a hazard-ridden, zero-gravity environment safely. The DM might also call for a Dexterity (Acrobatics) check when you attempt to perform acrobatic stunts or wriggle free from bonds or a creature's grasp.

Sleight of Hand: in Draken Star, the use of high-tech gadgets, manipulation of keypads and touch pads, and handling of firearms are governed by your character's Dexterity (Sleight of Hand) checks. Whenever you attempt an act of skillful use of one's hands, including concealing, pilfering, or planting of objects on persons or places, make a Dexterity (Sleight of Hand) check. The DM might call for a Dexterity (Sleight of Hand) check whenever you attempt to furtively or quickly move or operate a handheld device or firearm.

Stealth: Your Dexterity (Stealth) checks encompass how well you hide or furtively move yourself. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, such as when exploring a hostile starship, slipping past law officers without being noticed, or concealing oneself within the natural flora and environs of an alien world.

Constitution

There are no individual skills inherently tied to your character's Constitution. Your Constitution is instead a measure of your character's health, stamina, and vital force. Thus, Constitution checks are usually called for when a character's natural endurance is tested or a character attempts to push themselves beyond their natural limits, such as holding one's breath in a non-breathable environment, maintaining consciousness under extreme g-forces, or withstanding extreme temperatures, aether radiation exposure, or high voltage electrical currents.

Intelligence

In a spacefaring, magitech civilization, there is more to learn, know, and specialize in than ever before. Knowledge is power in Draken Star, and the mental acuity, accuracy of recall, and ability to reason can be the difference between navigating a dangerous situation and your character's demise. Intelligence checks encompass your character's ability to draw on logic, education, memory, and deductive reasoning. The various skills under this ability score reflect your aptitude in each field the skill represents.

Arcana: The high-tech societies of Draken Star are in some ways even more reliant on and intrinsically connected to magic and magical things than many more traditional settings. Your Intelligence (Arcana) checks encompass your ability to recall lore about magic, magitech, arcane formulae and symbols, magical traditions such as Glyph Warding, alternate dimensions such as the Voidharrow, and the inhabitants of those dimensions.

Astronomy (New Skill): Navigating the galaxy and understanding the movement, gravitational and electromagnetic effects of celestial bodies, and plotting safe jumps through subspace are some of the most valuable skills in Draken Star. Your Intelligence (Astronomy) skill encompasses the above as well as knowledge and lore recalls on celestial bodies and the void of space.

Computers (New Skill): Most technology in Draken Star has or interacts with advanced computer units or interfaces, and a character's ability to navigate this technology effectively is governed by their Intelligence (Computers) skill. Your Intelligence (Computers) skill encompasses your character's software knowledge, data search skill, understanding of computer-based systems, and even use of a hacker's kit. The DM may call for an Intelligence (Computers) skill check when your character is attempting to find a specific file on an unfamiliar computer unit, override a system with the use of a hacker's kit, or operate a computer-based door or machine.

Cybernetics (New Skill): Advanced cybernetic prosthetics, fully cybernetic organisms, and artificial intelligences are commonplace in the setting of Draken Star. Your character's Intelligence (Cybernetics) skill encompasses your character's knowledge about cybernetics, their ability to alter, repair, or identify cybernetic parts, enhancements, or creatures, and even the creation of cybernetics. The DM may call for an Intelligence (Cybernetics) skill check when you attempt to repair a broken security droid, install a new cybernetic prosthesis on a living creature, or override the AI of a hostile cybernetic construct.

Engineering (New Skill): Massive starships traversing lightyears in hours, heavy machinery utilized in the construction of megalopolises and their superstructures, and high-tech hovercraft and extreme terrain vehicles have made the galactic civilizations of Draken Star possible. And those with the knowledge to build and repair such machines are invaluable to the stability of this civilization. Your character's Intelligence (Engineering) skill checks encompass their knowledge and lore recall for engined vehicles, starships, and modern superarchitecture. A DM may call for an Intelligence (Engineering) check when you attempt to fix a starship's aether reactor, discern knowledge about a superstructure's makeup or layout, or attempt to disable heavy machinery.

History: History in Draken Star is much broader and more in-depth than it is in most traditional settings due to the fact that it covers the historical past of many countless worlds across an entire galaxy. To add to this, it is also a lot more exact. Historical records have been digitally recorded and preserved for millennia; thus, knowing or discovering exact information about the distant past is not unusual in the setting of Draken Star. But as with all past events, history is often written by the victors, and not all things have been so meticulously preserved. Your character's Intelligence (History) checks encompass your ability to recall lore and information about historical events, legendary people, ancient stellar nations, past disputes, recent wars, and lost civilizations.

Investigation: The progression of society has sadly brought no end to criminal activity, and countless mysteries remain unsolved in such an expansive galaxy. Your character's Intelligence (Investigation) checks encompass your ability to detect clues and make deductions based on information. A DM might call for an Intelligence (Investigation) check when deducing the location of a hidden object, analyzing a starship or structure for a structural weakness, or scouring through code or ancient texts for patterns or anomalies.

Nature: Understanding of the natural world has greatly expanded in scope in the setting of Draken Star and covers the various sciences such as Biology, Botany, Zoology, Geology, and Meteorology. Your character's Intelligence (Nature) checks encompass their knowledge and lore recall about plants and animals of various worlds, planetary weather systems, and natural cycles. A DM may call for an Intelligence (Nature) check when you attempt to identify alien planets, determine if an alien planet's atmosphere may be poisonous, or determine what kinds of exo-fauna and exo-flora can be expected to live in the area.

Religion: The religions of Draken Star are less faiths and more of an academic discipline. The major religion of Enneanism is the study of the fundamental nature of reality and existence and the practice of emulating those underlying concepts and applying them to one's life. To expand on this, the study and knowledge of the lost gods, ancient religions, and the esoteric cults of the Great Old Ones are also academic pursuits. Your character's Intelligence (Religion) checks encompass your character's ability to recall lore about the philosophies of Enneanism, rites and prayers of various religions, information on the lost gods, religious hierarchies, holy symbols, and the practices of secret cults

Wisdom

Wisdom is the ability score that measures one's outward awareness and connection with the world around them and the living things in it. It is also colored by one's experience, which influences their intuition and perception. A Wisdom check might exhibit an effort to read body language or detect vocal inflections, empathize with another's feelings, perceive things about the environment, or care for an injured creature.

Animal Handling: Knowing things about a creature's biology or behavioral habits is one thing. Interacting with and directly influencing a creature's behavior is another. The galaxy is full of countless creatures and natural inhabitants with just as many behaviors and tendencies. It takes a character with a sense of empathy and awareness to traverse a social interaction of this variety. Your character's Wisdom (Animal Handling) checks encompass their ability to calm down an agitated natural creature, keep a mount under direction, or intuit a natural creature's intentions.

Insight: Gleaning clues from body language, speech habits, and changes in mannerisms takes a degree of empathic awareness many do not have. Your character's Wisdom (Insight) checks encompass their ability to discern intent and decipher body language during social interactions, such as when detecting a lie or predicting someone's next move. A DM might call for a Wisdom (Insight) check when your character attempts to comprehend a creature's motives, read between the lines of a situation, get a sense of moods and attitudes, to determine how truthful someone is being.

Medicine: Understanding a creature's anatomy and biology or knowing a medication's chemical composition, treatment use, and common interactions might be the purview of intelligence. However, the actual application and personal experience guiding one's discretion and judgment are where a Wisdom (Medicine) check comes into play. Having the wisdom to know when not to do something or when to treat an injury or disease differently because of unusual circumstances is more important than biological knowledge when treating the sick and wounded. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception: If Investigation is the active working of one's mind to detect and understand information, then Perception is the passive information picked by one's general awareness or the focused detection of information gleaned from the keenness of one's senses. Your character's Wisdom (Perception) checks encompass their ability to pinpoint, hear, or otherwise detect the presence of something. A DM may call for a Wisdom (Perception) check when you attempt to find traps, listen for sounds behind a closed door, or locate hidden objects.

Survival: Few skills are as valuable when it comes to space and star system exploration as Survival. The void of space and the hostile environments of strange, alien worlds are not welcoming to humanoids or their biology. Your character's Wisdom (Survival) checks encompass their ability to follow tracks, hunt alien prey, guide your group through adverse terrain, identify signs of deadly predators nearby, and avoid quicksand, toxic flora, and other natural hazards.

CHARISMA

Though their usage is fundamentally the same as it has always been, Charisma checks have climbed in consequence and usefulness since the days of swords and sorcery. As society has progressed, so have the intricacies of social interaction. Charisma is a measure of your ability to interact effectively with others. This can include a variety of factors such as confidence, eloquence, emotional connectedness, charm and attractiveness, and sheer force of personality. A Charisma check arises when you attempt to influence the actions and emotions of others. Whether you are trying to make an impression, tell a convincing lie, or navigate a delicate social situation, Charisma skills reflect the aptitude with which you succeed.

DECEPTION: Lies take many forms, from a simple omission of information to the crew captain to the identity theft and impersonation of another person thorough enough to fool facial recognition technology and AI security bots. Your character's Charisma (Deception) checks encompass their ability to convincingly cover the truth. This can include misleading others through ambiguity, telling outright lies, or through complete control of one's body language and vocal inflections so as not to give away that something is amiss. A DM may call for a Charisma (Deception) check when you attempt to fast-talk security, assume a fake identity, pass off smuggled cargo as legitimate wares, or maintain a straight face while telling a blatant lie.

INTIMIDATION: Hostile threats, aggresive actions, and physical coercion are all acts of Intimidation. Your character's Charisma (Intimidation) checks encompass their ability to influence another creature's emotions and actions through fear or force. A DM may call for a Charisma (Intimidation) check when you attempt to convince hostile creatures to hesitate or retreat, scare information out of a captive or adversary, or blackmail an official into a specific action.

PERFORMANCE: Entertainment is a full-blown industry in the futuristic setting of Draken Star, and the ability to sway a crowd, move an audience, and inspire awe and delight has never been more valuable. Your character's Charisma (Performance) checks encompass their ability to entertain with music, dance, acting, visual display, or some other form of entertainment.

PERSUASION: Diplomacy and negotiation are crucial when navigating the wide and varied cultures and customs of the galaxy. Without it, intergalactic society would deteriorate into constant interstellar wars and conquests, the progress of technology and social advancement would falter, and the hostile void of space would become that much more dangerous. Your character's Charisma (Persuasion) checks encompass their ability to influence others with amenability, social tact, or genuine good faith. A DM might ask you to make a Charisma (Persuasion) check when you attempt to gain a creature's trust, negotiate a deal, favor, or agreement, or exhibit proper etiquette in a complex social situation.

STREETWISE (NEW SKILL): In a futuristic setting like Draken Star, urban environments are extremely expansive, even planet-spanning. Megalopolises like these are environments with rules and hazards all their own. It takes experience and know-how to properly navigate the cosmopolitan. Your character's Charisma (Streetwise) checks encompass their ability to navigate a city complex, ascertain a city's current events, discover who the movers and shakers are, find out where to get what you need (and how to get there), and of course, where not to go. A DM may call for a Charisma (Streetwise) check when you attempt to get in contact with a criminal organization, find a place that sells rare or illegal merchandise, or navigate your way into an event you otherwise would be barred from.

CHAPTER 4: EQUIPMENT

The economy of a major planetary metropolis is brimming with corporate markets, intergalactic merchants, and exotic bazaars. Any and all kinds of machinists, mechanics, and manufacturers ply their wares and advertise to the population *en masse* across millions of screens, holographic displays, and digital billboards. Almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to high-tech gadgets and aether blades. For a starseeker, the availability of armor, weapons, bracer jacks, spacefaring gear, and other high-tech equipment is paramount. For in the depths of space or the hostile environments of uncharted territory, having the proper equipment can mean the difference between life and death.

CREDITS AND WEALTH

Long ago, it is said, the peoples of the galaxy traded for the goods they needed in exchange for bits of precious metal, a monetary trading chip they called "coins." Eventually, with the invention of centralized banks, the governments of the galaxy transitioned to a new era in which currency was printed on various materials. These trading vouchers had no intrinsic value of their own, but the faith of citizens in their government's economy gave them value, and this style of currency endured for a time.

Nowadays, in a galaxy whose economy crosses countless interstellar nations and galactic powers, this method of economic transaction has become unwieldy and ungovernable. Thus, for millennia now, the Galactic Powers and most other galactic nations have agreed to an official unified currency. The **Credit.** This currency is entirely digital, heavily encrypted, and regulated by a neutral governing body in order to make counterfeiting impossible. Accepted almost everywhere, protected and secured by every major governing body, and convenient beyond any other alternative, the Credit is the unrivaled galactic currency.

For players and DMs interested in converting traditional coinage of other D&D settings into credits, a single credit of Draken Star is roughly equivalent to a silver piece coin from the Player's Handbook. Or alternatively, a single platinum piece coin is worth 100 credits.

STARTING EQUIPMENT

Much like the Player's Handbook states, when you create a character in Draken Star, you receive equipment based on a combination of your class and background. There is an alternative method that you can use instead though. With this alternative method, you start with a number of credits based on your class and spend them on items and equipment from this chapter. See the Starting Credits by Class table to determine how many credits you have available to spend.

STARTING CREDITS BY CLASS

CLASS	FUNDS	CLASS	FUNDS	CLASS	FUNDS
Barbarian	2d4 x 100 credits	Fighter	5d4 x 100 credits	Rogue	4d4 x 100 credits
Bard	5d4 x 100 credits	Monk	5d4 x 10 credits	Sorcerer	3d4 x 100 credits
Cleric	5d4 x 100 credits	Paladin	5d4 x 100 credits	Warlock	4d4 x 100 credits
Druid	2d4 x 100 credits	Ranger	5d4 x 100 credits	Wizard	4d4 x 100 credits

WEAPONS

Steel, wood, and stone are things of the distant past. Weapons made from such rudimentary materials are of little use in the modern world. Titanium, carbon adamantium, adamantine, umbrium, astral silica diamond, and aether crystal are the most commonly used materials for weapon and armor crafting in Draken Star. To add to this, almost all weapons and armors in Draken Star utilize one or another technological system from which they derive their effectiveness.

These three technological types are Aether, Magitech, and Super-Kinetic. Upon a weapon's creation, it must be designated under one of these three categories, or Trinity Traits. Each Trinity Trait has unique properties and effects. Additionally, an optional Trinity System Rule can be implemented into your Draken Star game. Trinity Traits and the Trinity System are further explained in this chapter after the Weapons and Armors tables.

AETHER WEAPONS. Aether weapons derive power from aetherium or aether crystal, an energized crystalline material nearly indestructible through conventional means. Whether crafted out of aether crystal or powered by the energy within the stone, aether weapons glow with the divine energy they emit. They are particularly effective at cutting through super-kinetic and heavy armor. Blasters and other firearms that utilize aether energy in their ammunition cause a unique damage type known as Plasma damage.

MAGITECH WEAPONS. Magitech weapons utilize a fusion of arcane formulas and technological design. Utilizing titanium, astral silica diamond, and carbon adamantium as catalyst materials, magitech weapons are energized with raw arcane energy. Whether this energy lines the blade of a sword or axe or is emitted as a forceful blast on impact depends on weapon design. Magitech weapons are particularly effective at penetrating aether armor and shields. Blasters and other firearms that utilize magitech in their ammunition cause a unique damage type known as Laser damage.

SUPER-KINETIC WEAPONS. Made of umbrium and pure adamantine, super-kinetic weapons are massive, heavy armaments. Utilizing an internal mechanism known as a Mass Magnetron that instantly transfers the weight of the weapon to the impact surface upon activation or powered by a gravitron engine, super-kinetic weapons pack such a powerful physical punch that they can damage even the highest grade aether and magitech armors. They are particularly good at shattering magitech defenses. Blasters and other firearms that utilize super-kinetic technology in their ammunition cause a unique damage type known as High Impact damage.

WEAPON PROPERTIES

AMMUNITION. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

ENERGY. The base damage type of this weapon is based on the Trinity Trait of the weapon. Aether weapons with this trait cause Plasma damage. Magitech weapons with this trait cause Laser damage. Super-kinetic weapons with this trait cause High Impact damage.

FREE-HAND. Weapons with this trait can be equipped without impeding a character's ability to carry other objects. You can carry another weapon or item in a hand with this weapon equipped.

LIGHT. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

FINESSE. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

RANGE. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

REACH. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

RECOIL. Using a weapon with recoil requires considerable strength and focus. You cannot move and use this weapon on the same turn.

SPECIAL (LANCE). You have disadvantage when you use a lance to Attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

SPECIAL (NET). A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a Strength check (DC 10), freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

THROWN. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

TWO-HANDED. This weapon requires two hands when you attack with it.

VERSATILE. This weapon can be used with one or two hands. A damage value in parentheses appears with the property–the damage when the weapon is used with two hands to make a melee attack.

SIMPLE MELEE WEAPONS

WEAPON	COST	TRINITY TRAIT	DAMAGE	PROPERTIES	BASE WEIGHT
Baton	10 credits	Magitech	1d4 Bludgeoning	Light	2lbs/1kg
Dagger	20 credits	Aether or Magitech	1d4 Slashing	Finesse, light, thrown (20/60)	1lbs/0.5kg
Gauntlets	30 credits	Magitech	1d6 Bludgeoning	Light, free-Hand	2lbs/1kg
Handaxe	50 credits	Aether or Magitech	1d6 Slashing	Light, thrown (range 20/60)	3lbs/1.5kg
Javelin	50 credits	Aether or Magitech	1d6 Piercing	Thrown (range 30/120)	3lbs/1.5kg
Light Hammer	20 credits	Magitech	1d4 Bludgeoning	Light, thrown (range 20/60)	2lbs/1kg
Mace	50 credits	Magitech	1d6 Bludgeoning	-	4lbs/2kg
Quarterstaff	30 credits	Magitech	1d6 Bludgeoning	Versatile (1d8)	4lbs/2kg
Sickle	20 credits	Aether or Magitech	1d4 Slashing	Light	2lbs/1kg
Spear	30 credits	Aether or Magitech	1d6 Piercing	Thrown (range 20/60), versatile (1d8)	3lbs/1.5kg

SIMPLE RANGED WEAPONS

WEAPON	COST	TRINITY TRAIT	DAMAGE	PROPERTIES	BASE WEIGHT
Dart Gun	250 credits	Aether or Magitech (Ammunition)	1d4 Piercing	Ammunition (range 30/120)	2lbs/1kg
Shortbow	250 credits	Aether or Magitech (Ammunition)	1d6 Piercing	Ammunition (range 80/320), two-handed	4 lbs/2kg
Pistol	300 credits	Aether or Magitech	1d4 (varies)	Energy (range 80/320)	2lbs/1kg

MARTIAL MELEE WEAPONS

WEAPON	COST	TRINITY TRAIT	DAMAGE	PROPERTIES	BASE WEIGHT
Battleaxe	100 credits	Aether or Magitech	1d8 Slashing	Versatile (1d10)	4lbs/2kg
Flail	100 credits	Magitech or Super-Kinetic	1d8 Bludgeoning	-	2lbs/1kg
Glaive	200 credits	Aether, Magitech, or Super-Kinetic	1d10 Slashing	Reach, two-handed	6lbs/3kg
Great Spear	180 credits	Aether, Magitech, or Super-Kinetic	1d10 Piercing	Reach, two-handed	5lbs/2.5kg
Greataxe	300 credits	Aether, Magitech, or Super-Kinetic	1d12 Slashing	Two-handed	7lbs/3kg
Greatsword	500 credits	Aether, Magitech, or Super-Kinetic	2d6 Slashing	Two-handed	6lbs/3kg
Halberd	200 credits	Aether or Magitech	1d10 Slashing	Reach, two-handed	6lbs/3kg
Katana	180 credits	Aether or Magitech	1d10 Slashing	Finesse, two-handed	3lbs/1.5kg
Lance	200 credits	Aether, Magitech, or Super-Kinetic	1d12 Piercing	Reach, special	7lbs/3kg
Longsword	150 credits	Aether or Magitech	1d8 Slashing	Versatile (1d10)	3lbs/1.5kg
Maul	200 credits	Magitech or Super-Kinetic	2d6 Bludgeoning	Two-Handed	10lbs/4.5kg
Morningstar	150 credits	Magitech or Super-kinetic	1d8 Piercing	-	4lbs/2kg
Rapier	200 credits	Aether or Magitech	1d8 Piercing	Finesse	2lbs/1kg
Scimitar	180 credits	Aether or Magitech	1d6 Slashing	Finesse, light	3lbs/1.5kg
Scythe	200 credits	Aether or Magitech	2d4 Slashing	Finesse, reach, two-Handed	6lbs/3kg
Shortsword	100 credits	Aether or Magitech	1d6 Slashing	Finesse, Light	3lbs/1.5kg
Trident	120 credits	Aether or Magitech	1d6 Piercing	Thrown (range 20/60), versatile (1d8)	4lbs/2kg
War Pick	150 credits	Aether, Magitech, or Super-kinetic	1d8 Piercing	-	2lbs/1kg
Warhammer	150 credits	Magitech or Super-kinetic	1d8 Bludgeoning	Versatile (1d10)	3lbs/1.5kg
Whip	100 credits	Aether or Magitech	1d4 Slashing	Finesse, reach, light	3lbs/1.5kg

MARTIAL RANGED WEAPONS

WEAPON	COST	TRINITY TRAIT	DAMAGE	PROPERTIES	BASE WEIGHT
Assault Arbalest	400 credits	Aether, Magitech, or Super-kinetic	1d8 (Varies)	Energy, two-handed (range 80/320)	10lbs/5kg
Hand Cannon	350 credits	Aether or Magitech	1d6 (Varies)	Energy (range 80/320)	5lbs/2.5kg
Heavy Auto-Cannon	500 credits	Magitech or Super-kinetic	1d12 (Varies)	Energy, recoil, two-handed (range 80/320)	15 lbs/7kg
Longbow	350 credits	Aether, Magitech, or Super-kinetic	1d8 Piercing	Ammunition (range 150/600), two-handed	2lbs/1kg
Net	100 credits	Aether or Magitech	-	Special, thrown (range 5/30)	5lbs/2.5kg

ARMORS AND SHIELDS

Leather, hide, and chainmail have long been obsolete in the setting of Draken Star. Armors made from such archaic materials are of little use in the modern world. Kinetic Absorbing Fiber, titanium, carbon adamantium, adamantine, umbrium, astral silica diamond, and aether crystal are the most commonly used materials for armor crafting in Draken Star. Additionally, all armors in Draken Star utilize one or another technological system from which they derive their effectiveness.

These three technological types are Aether, Magitech, and Super-Kinetic. Upon an armor's creation, it must be designated under one of these three categories, or Trinity Traits. Each Trinity Trait has unique properties and effects. Additionally, an optional Trinity System Rule can be implemented into your Draken Star game. Trinity Traits and the Trinity System are further explained in this chapter after the Weapons and Armors Tables.

AETHER ARMORS. Aether armor derives its power from aetherium or aether crystal, an energized crystalline material that is nearly indestructible through conventional means. Whether crafted out of aether crystal or powered by the energy within the stone, aether armor glows with the divine energy it emits and is particularly effective at absorbing the blows of super-kinetic weaponry and High Impact damage.

MAGITECH ARMORS. Magitech armors utilize a fusion of arcane formulas and technological design. Utilizing titanium, astral silica diamond, and carbon adamantium as catalyst materials, magitech armors are energized with raw arcane energy. Whether this energy lines the structure of the armor or is emitted as a translucent force field depends on the armor design. Magitech armors are particularly effective at absorbing the blows of aether weapons and Plasma damage.

SUPER-KINETIC ARMORS. Made of umbrium and pure adamantine, super-kinetic armors are massive, heavy protective gear. Utilizing the same materials used for starship hulls, super-kinetic armors are so hard that they can defend against even the highest grade aether and magitech weapons. They are particularly good at absorbing the blows of magitech weapons and Laser damage.

LIGHT ARMOR

Made from Kinetic Absorbing Fibers and silica discs, light armor favors the agile and quick starseeker offering extra defense without sacrificing mobility. When wearing light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

KAM (KINETIC ABSORBING MATRIX) FIBER BODYSUIT. Made from a kinetic absorbing complex polymer, this body suit is flexible and incredibly durable. Provides a baseline of extra defense while managing not to impair movement or stealth.

AUGMENTED KAM (KINETIC ABSORBING MATRIX) BODYSUIT. A standard KAM Fiber Bodysuit, but reinforced with close-set discs of astral silica diamond for higher protection.

MEDIUM ARMOR

Medium armor, made from light metal matrixes and platings, offers higher defense than light armor, but in exchange, it also impairs movement and stealth. When wearing medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

TITANIUM PLEXUS SUIT. A KAM bodysuit ensconced in an interconnected plexus of light titanium and astral silica. Tougher than any light armor but still retaining some flexibility, this armor is an excellent compromise between the two defensive concepts.

METALLOID PLATING. This is a protective suit made up of hexagonal titanium alloy plates linked by KAM fiber. The heaviness of this suit offsets any flexibility it offers. The choice for starseekers who value a little extra protection in exchange for limited mobility.

ELECTROPLATED PLASTRON. A KAM bodysuit outfitted with an aerodynamically designed breastplate treated with an electrolysis fused titanium alloy. Both highly defensive and extremely mobility friendly, these types of armor are quite expensive.

CA-GUARDSUIT. A suit of armor made of carbon adamantium alloys complete with gorget and pauldrons. This armor protects the most vital parts of a humanoid body with the effectiveness of heavier armors. It retains a more reasonable weight by only lightly armoring the lower body with KAM fiber and silica discs. Despite its limited mobility, it provides the best defense of all armors outside of heavy armors.

HEAVY ARMOR

Heavy armor offers unrivaled protection. These suits of heavy sheathing and fortress plating cover the entire body and are designed to mitigate magical and physical blows. When wearing heavy armor, you cannot add your Dexterity modifier to your Armor Class.

HEAVY LATTICE ARMOR. A heavy suit of umbrium, aether crystal, or adamantine assembled in a crossing lattice formation. Filling the gaps of the lattice is KAM fiber or some other light material. The lightest of the heavy armors, but still requiring considerable strength to utilize.

ULTRA-ALLOY SHEATHING. A suit of heavy plated armor composed of a special titanium adamantine blend or an aether crystal with silica diamond underplating. Heavy duty with almost unrivaled protective qualities, but quite heavy to use.

FORTRESS PLATING. The heaviest and most expensive of armors. Made of either thick plates of pure adamantine with a KAM fiber undersuit or large layers of aether crystal with a metalloid plating undersuit. Unparalleled defense at a high price. Only the strongest (and richest) of starseekers can manage themselves in this armor.

LIGHT ARMOR

ARMOR	COST	TRINITY TRAIT	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
KAM Fiber Bodysuit	50 credits	Aether or Magitech	11+ Dex Modifier	–	–	8lbs/4kg
Augmented KAM Bodysuit	400 credits	Aether or Magitech	12+ Dex Modifier	–	–	13lbs/6kg

MEDIUM ARMOR

ARMOR	COST	TRINITY TRAIT	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
Titanium Plexus Suit	500 credits	Aether or Magitech	13+ Dex Modifier(max 2)	–		20lbs/9kg
Metalloid Plating	500 credits	Aether or Magitech	14+ Dex Modifier(max 2)	–	Disadvantage	30lbs/14kg
Electroplated Plastron	4000 credits	Aether or Magitech	14+ Dex Modifier(max 2)	–		25lbs/11kg
CA-Guardsuit	7500 credits	Aether or Magitech	15+ Dex Modifier(max 2)	–	Disadvantage	40lbs/18kg

HEAVY ARMOR

ARMOR	COST	TRINITY TRAIT	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
Heavy Lattice Armor	750 credits	Aether or Super-Kinetic	16	13	Disadvantage	40lbs/18kg
Ultra-Alloy Sheathing	2000 credits	Aether or Super-Kinetic	17	15	Disadvantage	50lbs/23kg
Fortress Plate	15,000 credits	Aether or Super-Kinetic	18	15	Disadvantage	60lbs/27kg

THE TRINITY SYSTEM

Long ago, when Godstone, or aetherium, was discovered, it not only began a new age of high-powered technology, it also revolutionized the terrible art of war. Weapons and armor made from aether crystal nearly completely obsoleted all other conventional weaponry. This created an arms race to first control as much aetherium as possible and to second develop a counter to the new burgeoning technology. The answer was found in the fusion between the arcane arts and technological invention in what would come to be called Magitech. Though aether armors and weapons were unparalleled in countering kinetic weapons and heavy armors, it was more easily pierced with the energy of spells. Thus, the development of conventional weaponry infused with arcane energies quickly became the next goalpost of this intergalactic arms race.

With aether weapons and armor unquestioningly countered, a search to counter the now dominant magitech began. The counter for magitech came swiftly in the invention of super-kinetic weaponry and armor. While magitech is effective at both piercing and absorbing the spiritual energy of aetherium, these complex devices are more easily countered by heavy-duty physical materials made of superthermal adamantine and carbon adamantium. Super-kinetic technology began to rise in usage to counter the magitech, but in response, the use of aether weaponry returned. Super-kinetic weapons and armor may counter magitech effectively, but the spiritual energy of aetherium pierces and absorbs kinetic energy quite effectively. Thus, all three technologies are found in prominent use across the galaxy.

This has given birth to what is called the Trinity System. There are three Trinity Types: Aether, Magitech, and Super-Kinetic. Each Trinity Trait has a unique property or properties. Each has a Trinity Bonus against another Trinity Type, and each has a Trinity Penalty. These Trinity Trait properties and interactions are detailed in the tables and images below.

Lastly, the Trinity System is a completely optional rule that can be utilized at the DM's discretion at the table. The system is designed to add an extra layer of tactical and combat strategy to the roleplaying game of D&D while also adding a futuristic flavor. This may not be a rule for all tables.

TRINITY TRAIT PROPERTIES

TRAIT	WEAPON PROPERTY	ARMOR PROPERTY	SPECIAL
Aether	**Aether Shock**. When you roll a critical hit with an Aether Weapon, a portion of the aether energy seeps into the body of the target, causing a painful spasm or disorienting dizziness. The next attack made on the target in a round is done so at advantage.	–	–
Magitech	**Arcane Aegis.** When you roll a critical hit with a Magitech Weapon, a portion of the weapon's arcane energy cycles around you to form a temporary shield. The next attack against you has disadvantage. This effect lasts until the end of your next turn.	–	–
Super-kinetic	**Forceful.** When you roll a critical hit with a super-kinetic Weapon you may choose to knock the target prone or to push the target 5 feet. This increases to 10 feet at 5th level. **Devastating.** When you roll a critical hit with a super-kinetic Weapon, you can roll an extra weapon die of damage.	**Anchored.** You have advantage against spells and effects that induce forced movement or would otherwise knock you prone. Additionally, when you are pushed or pulled against your will you may reduce that movement by 5 feet. This increases to 10 feet at 5th level.	**Heavy-Duty**. A piece of Super-kinetic Equipment is considerably more heavy than its counterpart. Multiply the base weight of this equipment by 3. In addition, Strength requirements for super-kinetic armor increases by 1 and super-kinetic weapons have a minimum Strength requirement of 13 to wield without disadvantage.

Aether Trinity Trait Properties

Aether Shock. When you roll a critical hit with an Aether Weapon, a portion of the aether energy seeps into the body of the target causing a painful spasm or disorienting dizziness. The next attack made on the target in a round is done so at advantage.

Magitech Trinity Trait Properties

Arcane Aegis. When you roll a critical hit with a Magitech Weapon, a portion of the weapon's arcane energy cycles around you to form a temporary shield. The next attack against you has disadvantage. This effect lasts until the end of your next turn.

Super-Kinetic Trinity Trait Properties

Heavy-Duty. A piece of super-kinetic equipment is considerably heavier than its counterpart. Multiply the base weight of this equipment by 3.

In addition, Strength requirements for super-kinetic armor increase by 1, and super-kinetic Weapons have a minimum Strength requirement of 13 to wield without disadvantage.

Weapon Properties

Forceful. When you roll a critical hit with a super-kinetic weapon, you may choose to knock the target prone or to push the target 5 feet. This increases to 10 feet at 5th level.

Devastating. When you roll a critical hit with a super-kinetic weapon, you can roll an extra weapon die of damage.

Armor Properties

Anchored. You have advantage against spells and effects that induce forced movement or would otherwise knock you prone. Additionally, when you are pushed or pulled against your will, you may reduce that movement by 5 feet. This increases to 10 feet at 5th level.

Trinity Interactions

Each Trinity Type has a unique interaction with the other two. These interactions takes place when a weapon with a Trinity Type is being used to make an attack on a target wearing armor that also has a Trinity Type. When this happens, depending on the Trinity Types interacting, the attacker gains either a +2 bonus to the attack roll, a -2 penalty to the attack roll, or no bonus or penalty to the attack roll.

For example a character using a magitech weapon would gain a +2 to their attack roll if the target they are attacking is wearing aether armor. The same character would take a -2 penalty to attacking a target wearing super-kinetic armor.

The Table below details each trinity type and it's interactions with each other trinity type.

Weapon	Aether Armor	Magitech Armor	Super-Kinetic Armor
Aether Weapon	No bonus	**-2** to attack rolls	**+2** to attack rolls
Magitech Weapon	**+2** to attack rolls	No bonus	**-2** to attack rolls
Super-Kinetic Weapon	**-2** to attack rolls	**+2** to attack rolls	No bonus

Starseeker Gear

Antibiotics. Medicinal pills effective at preventing bacterial infection and fighting certain afflictions. A character that ingests antibiotics has advantage on saves against bacterial diseases and saves to end bacterial diseases. It confers no benefit to undead or constructs.

Antivenom. An injectable fluid that grants resistance to poison and venom. A creature that takes antivenom gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Audio Recorder. A small, handheld device used to capture audio within a limited vicinity. Runs on batteries or can be hardwired. Your average audio recorder can hold up to 1500 hours of audio.

Batteries. Energy containers used to power small devices.

Bracer Jack. The single most important piece of gear a starseeker can own. A bracer jack is a worn computer device powered by aether cells. This device acts as a medium-range communication device, internet browser, GPS, and personal computer. Few people in the modern world live without them, and even fewer starseekers would dare to.

Barbed Wire. Sturdy wire constructed with sharp edges or points arranged at intervals along the strands. Can be laid down to create difficult terrain. As an action, you can lay down enough barbed wire to cover a 10-foot square. Any creature who enters or moves through

an area with barbed wire takes 1d4 slashing damage for every 5 feet they move while in the barbed wire's difficult terrain.

Cable Wire. Electrical wire that can be used to connect various power sources and interfaces. Mainly used for repairing broken or shorted wire.

Camera. A small device used for taking ultra-high-definition still images. Can be run on batteries or hardwired.

Climbing Gear. A set of gear used to make perilous climbs. Complete with gloves, magnetic grips, nylon rope, self-driving pitons, hooks, harness, and spiked boots.

Communication Unit. A small device used to send radio communications to other nearby devices. Can be programmed to send directly to other connected devices or send out a general signal. Can be powered by batteries or be hardwired.

Computer, Advanced. A more expensive and powerful computer than its personal counterpart. An advanced computer has more powerful processing and can protect files far better. Files kept on an advanced computer have a hacking DC of 18 to access without permission. When used in conjunction with hacker's tools or some other process that benefits from more CPU, this advanced computer provides a +2 to the check being made.

Computer, Personal. A device used to process information and store digital files and programs. Can be used in conjunction with hacker's tools or other devices that require extra processing power. Files kept on a personal computer have a hacking DC of 12 to access without permission.

Contact Lenses. Plastic lenses that can be fit onto the eye. Can be used to change a character's eye appearance and color.

Data Storage Device. A small device that can store data files (documents, video, audio, etc.) Compatible with most computers.

Digital Binoculars. A set of electronic binoculars powered by an aether cell. Gives the user detailed vision up to a 5-mile radius with clear weather.

Digital Lock. A digital lock with an encrypted passcode. Requires an Intelligence (Hacking) check (DC 16) to open without the passcode.

Diving Gear. Underwater diving gear, including a wetsuit, facemask, breathing regulator, an air tank with two hours of air, flippers, and an inflatable vest for surface buoyancy.

Earplugs. Set of high decibel-reducing ear plugs. Wearing them gives a character advantage on saves against becoming deafened and against effects that require hearing. They also cause disadvantage to perception checks that require hearing.

Emergency Beacon. Small magitech device that sends out a distress beacon. The beacon can reach 1 light year in an hour's time. Further boosting the beacon with an advanced computer or starship computer can increase this range by a multiple of 10 in 10 hours (advanced computer) or by 100 in 72 hours (starship computer).

EMP Device. A device capable of emitting an electromagnetic pulse - a brief burst of electromagnetic energy that can temporarily disturb surrounding electronics. As an action, you can activate an EMP device. When an EMP device is activated, all devices within 30 feet that are powered by electricity immediately power off for 1 minute. Devices powered by magitech, aether, or gravitron technology are not affected. Once used, an EMP must be recharged for 1 hour to use again.

Fire Extinguisher. A canister that expels a chemical that smothers fire. As an action, you can use it to extinguish a 5-foot area fire. A fire extinguisher contains enough contents to smother 10 5-foot areas.

Flare. A magnesium torch that can be lit by striking. Emits a bright light for 120 feet and dim light for an additional 60 feet.

Flashlight. A handheld device that, when turned on, emits a bright light for 60 feet and dim light for an additional 30 feet.

Gas Mask. A flexible and compact unit, when donned, filters all outside gasses and will protect the wearer from airborne poisons. It will not make an unbreathable atmosphere breathable. While wearing the mask, you are immune to toxic gasses and inhalable poisons.

Glue Solvent. A spray that can dissolve most chemical adhesives and sticking gel. One can has enough solvent to dissolve about a 5-foot square of adhesive.

Grapple Gun. This gun shoots a grappling hook and attached rope up to 120 feet. As an action, a character may make a ranged attack against a DC set by the DM to attach to a target.

Grenade, Force. A grenade that emits a force burst. As an action, a character can activate and throw this item. The grenade releases a force burst in a 10-foot sphere. All creatures in the sphere must make a Constitution saving throw (DC 13). On a failed save, the target takes 2d6 force damage and is pushed 10 feet. On a successful save, the target takes half damage and is not pushed.

Grenade, Stun. A grenade that emits an electro pulse. As an action, a character can activate and throw this item. The grenade releases an electric pulse in a 10-foot sphere. All creatures in the sphere must make a Constitution saving throw (DC 13). On a failed save, the target takes 2d6 lightning damage and is stunned until the end of their next turn. On a successful save, the target takes half damage and is not stunned.

Handcuffs. These titanium alloy restraints can bind a Small or Medium creature. Escaping the handcuffs requires a successfulDexterity check (DC 20). Breaking them requires a successful Strength check (DC 20). Each set of handcuffs comes with either a physical key or digital passcode. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful Dexterity (Sleight of Hand) check (DC 16). Without the passcode, a creature proficient in hacker's tools can unlock the handcuffs with a successful Intelligence (Hacking) check (DC 16).

Hazmat Suit. This vacuum-sealed protective suit covers a creature's whole body and includes an internal air tank with 4 hours of air. While wearing this suit, a creature is immune to any airborne diseases, poisons, toxic atmosphere, or otherwise breathable hazards. If the seal of the suit is broken, this effect is lost. A hazmat suit has an AC of 12 plus the wearer's Dexterity modifier and has an HP of 10. When the HP of the hazmat suit is brought to 0, the hazmat suit is considered broken.

Headphones. A small device that can be linked with an audio output device for listening purposes.

Healing Cartridges. Cartridges filled with a healing serum designed to fit inside medical injectors. When injected into a creature that is not undead or a construct, that creature heals an amount of hit points depending on the cartridge type used.

- **Standard Healing Cartridge** (500 credits)**.** Heals 2d4 + 2 hit points.
- **Greater Healing Cartridge** (1500 credits). Heals 4d4 + 4 hit points.
- **Superior Healing Cartridge** (5000 credits). Heals 8d4 + 8 hit points.
- **Supreme Healing Cartridge** (10,000 credits). Heals 10d4 + 20 hit points.

Holographic Generator. A device used to generate a holographic image or video. It can be used to display a live-streamed holo-video or to play a stored holo-video. It can be used to record a short holo-video (5 minutes) without a data storage device.

Igniter. A small magitech device that can ignite flammable substances.

Infrared Goggles. Goggles that grant infrared vision to its wearer. While wearing these goggles, a creature gains darkvision. All vision when using these goggles is displayed as a temperature spectrum. If something is invisible but still gives off a heat signature, it can be seen with these goggles.

Laser Sight. An attachment that increases the accuracy of a ranged weapon. A ranged weapon with a laser sight equipped doubles its first range increment.

Light Stick (5). A rod that, when activated, will emit light for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. This works underwater or in other non-corrosive liquids.

Med-Kit. A first aid kit. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points without needing to make a Wisdom (Medicine) check or allow the receiver of this kit's benefit to heal the maximum of their hit die when spending a hit die to heal.

Medicinal Injector. A small device designed to hold syringe cartridges (i.e., antivenom, healing cartridges). As an action, it can be loaded with a cartridge and injected into a creature within 5 feet.

Metal Detector. A small device that extends a small probe that scans for metal objects. You have advantage on Wisdom (Perception) checks when searching for metals. Can be powered with batteries or a power cell. A battery-powered metal detector lasts for 1 hour of use. A small power cell lasts 5 hours. A large power cell lasts 24 hours.

Mini-Welder. A portable tool that emits high heat from a laser tip. It can be used on metal that can be welded via conventional means. One mini-welder has enough power to weld a 30-foot line of metal. As an action, a character can use the mini welder to weld a 5-foot line of metal or to make a melee attack. On a hit the mini-welder does 1d6 of laser damage.

Motion Detector. A pair of devices that emit a constant non-visible light between each other when active. If anything breaks the light's connection, an alarm will activate. This alarm can be a sound or flashing light from the device itself or a signal sent to a computer, starship, or bracer jack. This device can be powered off a battery, power cell, or hardwired. A battery-powered motion detector lasts for 1 hour of use. A small power cell lasts 5 hours. A large power cell lasts 24 hours.

Multi-Tool. A small tool that acts as a screwdriver, knife, wrench, ratchet, and pliers.

NYLON ROPES. 50 feet of nylon rope. Strong, durable, and non-flammable.

PARACHUTE. A one-time use deployable parachute. When equipped, it can be activated by pulling on an activation rope. If deployed from at least 60 feet above the ground, the parachute will slow the descent of the user and reduce fall damage to 10 feet worth of fall damage.

PEPPER SPRAY. This item employs a chemical irritant. The chemical is a sticky, colorless, and odorless liquid that adheres to the skin. As an action, a creature can make a melee attack (Strength or Dexterity). If struck, the target must make a Constitution saving throw (DC 15) or be blinded for 1 minute.

PLASTIC BOTTLE. A container designed to hold non-corrosive liquids. Holds 1 liter of fluid.

POWER CELL, Small. Energy container designed to power small or medium devices.

POWER CELL, Large. Energy container designed to power small, medium, or large devices.

RECEIVER RADIO. A medium device that can be used to pick up radio waves and digital signals. This device can detect wireless networks and signals, and can pick up any open broadcast. Can be used in tandem with a hacking kit to hijack signals or hack a network. DC decided by DM. This device can be powered by a power cell or can be hardwired. A small power cell lasts 5 hours. A large power cell lasts 24 hours.

REMOTE CONTROLLED DRONE (RCD). A robotic drone that can be controlled via a remote. It has a walking speed of 20 feet. Upon construction, an RCD is designated a flying, climbing, or swimming speed that is the same as its walking speed. The drone has a camera and microphone equipped and is waterproof. The remote can control the RCD up to a 5-mile radius.

SIGNAL JAMMER. This device floods the airwaves with electromagnetic jamming signals to block out wireless and radio communication. Its range is boosted by its power source. With batteries, the signal jammer has a jamming radius of 50 feet and lasts 1 minute. With a small power cell, the jamming radius is 200 feet and lasts 5 minutes. With a large power cell, the jamming radius is 1000 feet and lasts 1 hour. A hardwired signal jammer has a radius of 1 mile and lasts as long as it remains connected to its power source.

SPACESUIT. This vacuum-sealed, thermoshielded protective suit covers a creature's whole body and includes an internal air tank with 4 hours of air. While wearing this suit, a creature can survive in the vacuum of outer space, gains cold and fire resistance, is immune to any airborne diseases, poisons, toxic atmosphere, or otherwise breathable hazards, and is immune to radiation poisoning. If the seal of the suit is broken, these effects are lost. A spacesuit has an AC of 13 plus the wearer's Dexterity modifier and has an HP of 20. When the HP of the spacesuit is brought to 0, the spacesuit is considered broken.

STICKING GEL. A quick-hardening gel that works as a strong adhesive. One ounce of the gel can cover a 1-foot square surface. The gel takes 1 minute to set. Once it has done so, the bond it creates can be broken by the application of glue solvent or a Strength check (DC 20).

TASER. A non-lethal weapon designed to incapacitate a target with electrical charges. As an action, a creature with a taser can make a ranged attack (10/30). On a hit, the target takes 2d6 lightning damage and must make a Constitution saving throw (DC 14). On a fail, the target is stunned for 1 minute. A creature that is Large has advantage on the saving throw. Any creature bigger than Large is immune to the stun effect of the taser.

TENT. A simple and portable nylon shelter, a tent sleeps two.

TRACKING DEVICE. A tiny device commonly equipped inside computers, starships, and other high-priced items. Usually outfitted with an adhesive backing. They constantly transmit GPS data to a designated computer or bracer jack. On average, a tracking device has a signal radius of 100 miles.

UNIVERSAL TRANSLATOR. A magitech device that is equipped in the ear. When worn, it will translate any audible language spoken by a creature also wearing a universal translator into the language the hearer is most fluent in.

VIDEO RECORDER. A small, handheld device used to capture video and audio within a limited vicinity. Runs on batteries or can be hardwired. Your average video recorder can hold up to 100 hours of video.

VOICE MODULATOR. A device that can be installed in a mask or worn on the throat. Can modulate the voice of the speaker to a completely different voice.

STARSEEKER KITS

The starting equipment you get from your class includes a collection of useful starseeker gear, combined into a kit. When you gain your starting equipment from your class choose one Starseeker Kit and add it to your inventory. The contents of these kits are listed below. If you are buying your starting equipment, you can purchase a kit for the price shown; this may be cheaper than buying the items individually.

Clergyman's Kit (135 credits). Includes a backpack, a med-kit, medical injector, 5 light sticks, an emergency beacon, a plastic bottle, an alms box, and a prayer book.

Engineer's Kit (210 credits). Includes a backpack, a multi-tool, a mini-welder, cable wire, glue solvent, a flashlight, and earplugs.

Explorer's Kit (240 credits). Includes a backpack, a tent, climbers gear, nylon ropes, digital binoculars, an emergency beacon, a plastic bottle, and 3 flares.

Hacker's Kit (180 credits). Includes a personal computer, headphones, a multi-tool, glue solvent, an igniter, cable wire, a small power cell, and a data storage device.

Mercenary's Kit (215 credits). Includes a backpack, handcuffs, 3 force grenades, a communication device, barbed wire, sticking gel (8 fl oz), and a plastic bottle.

Scientist's Kit (300 credits). Includes a backpack, a video recorder, a hazmat suit, a medical injector, and a personal computer.

Spacefarer's Kit (300 credits). Includes a backpack, an emergency beacon, a spacesuit, a flashlight, and a parachute.

Tools

Tools can help a character do something they otherwise could not do, such as craft or repair an item, operate a vehicle, or map out a star chart. A character Proficient with a tool can add their proficiency bonus to any ability check made using that tool. In the setting of Draken Star or other science fiction settings, more advanced tools may need to be utilized to interact with higher technology or achieve what more archaic tool sets cannot. The following tools are considered artisan tools and can be selected whenever your race, class, or background grants you a tool proficiency.

Item	Cost	Weight
Chemists' Supplies	500 credits	8lbs/3.5kg
Cybernetics Kit	500 credits	5lbs/2kg
Engineer's Tools	200 credits	10lbs/4.5kg
Glyph Scrivener's Tools	250 credits	5lbs/2kg
Hacker Gear	250 credits	5lbs/2kg
Munitions Kit	500 credits	10lbs/4.5kg

Chemists' Supplies. Chemist supplies include a variety of beakers, bottles, and vials as well as pH sensors, a microscope, various reagents and catalysts, safety goggles and other tools. Proficiency with these supplies lets you add your proficiency bonus to any ability checks you make to identify, utilize, or interact with chemical compounds be they liquid, gas, or solid.

Cybernetics Kit. A cybernetics kit contains a supply of wires, solder, plugs, fuses, circuit boards, arcane stabilizers, gravitron sensors, and various small tools necessary for the delicate and complex work of cybernetic maintenance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to repair, disable, or craft cybernetic components and cybernetic machines.

Engineer's Tools. Engineer's Tools include wrenches, sockets, ratchets, torque tools, rivet guns, vibration meters, aether sensors, welding torch and other tools needed to work on engines and heavy machinery. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to repair, disable, or craft vehicle engines, heavy machinery, or aether reactors.

Glyph Scrivener's Tools. Glyph scrivener's tools include a stylus, chisel, brushes, aether-infused ink, arcane charging crystals, sigilic formulae and inscription codex, and other tools needed to pursue the art of glyph crafting. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to repair or craft glyphs, arcane sigils, and magic runes.

Hacker Gear. Hacker Gear includes a keycard copier, data tap, CPU interface, wire, circuit boards, and other tools a hacker may need. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to bypass a computer system, retrieve digital data, or override system routines.

Munitions Kit. A munitions kit contains cleaning rods, bore brushes, jags, cleaning solvents, gun oil, magitech energy cells, plasma cores, and parts kit. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to repair, disable, or craft firearms or explosive devices.

CHAPTER 5:
THE GALACTIC TREASURE TROVE

The galaxy of Draken Star calls starseekers with an irresistible siren song. To each starseeker, the song intones a different call to adventure. Glory, knowledge, enterprise, and even the chance to deal out justice... or vengeance. But many starseekers also seek something more material: treasure. Shining aether crystals, heaps of astral silica diamond, veins of adamantine, regalia of ancient lost kings, bones and carapaces of great exo-fauna, and powerful magic and technological items all wait to be discovered across the stars by the daring, the canny, and the bold. This chapter details magic items, advanced technological devices (ATDs), cybernetic augmentations, and the prolific glyphs of Draken Star.

GLYPHS

While the philosophers and clerics were discovering the fundamental axioms of reality and laying down the Nine Divine Precepts of Enneanism, the sages and scholars of the arcane were deciphering and decoding the algorithms and functions of the weave of magic. Their discoveries led to many wondrous and powerful inventions, but none were as impactful on galactic-wide society as the **glyph**.

Glyphs are powerful anchors of specific arcane energies created by enciphering raw arcana into complex sigils. The inscription of these glyphs on items and devices can infuse them with great power and effects. This has led to many wondrous but everyday inventions, such as the perpetual motion engine and the super power cell. The implementation of the glyph has made access to magical and magitech devices commonplace across the galaxy. This includes magical or magic-infused weapons and armor.

Many starseekers pay hefty prices to outfit their arsenals with powerful glyphs. Glyphs can infuse melee weapons with extra elemental damage types such as fire, cold, or lightning. A glyph can imbue a pair of boots with arcane-enhanced agility or armor with healing or resistive properties. An accomplished starseeker often finds themselves with quite the collection of glyphs that have more than likely made the difference between them being a seasoned starseeker rather than a dead one.

COMMON GLYPHS AND GLYPH CALIBERS

There are hundreds of known glyphs that have been discovered over the millennia of the practice. Below, we have detailed the 37 most commonly used and available glyph types, as well as the rules for creating your own glyph types.

All glyphs, regardless of type, come in different **calibers**. A glyph's caliber is a measure of its potency. Two glyphs of the same type may have different calibers. The glyph with the higher or more potent caliber will have a more pronounced effect on the item it is inscribed on. The three calibers are lesser, greater, and superior. Depending on the glyph type, the glyph caliber will have specific effects, but a glyph's caliber imbues certain bonuses regardless of type.

Lesser glyphs imbue the inscribed item with a +1 bonus. This bonus applies to attack rolls made with the item if the item is a weapon, to armor class if the item is armor, or to saving throws if the item is a worn item.

Greater glyphs imbue the inscribed item with a +2 bonus. This bonus applies to attack rolls made with the item if the item is a weapon, to armor class if the item is armor, or to saving throws if the item is a worn item.

Superior glyphs imbue the inscribed item with a +3 bonus. This bonus applies to attack rolls made with the item if the item is a weapon, to armor class if the item is armor, or to saving throws if the item is a worn item.

Glyph caliber bonuses do not stack even if more than one glyph is on the same item. When a character is wielding two glyphs that apply a bonus to the same thing,only the higher value of the two is the modifier that is used.

While lesser glyphs can be commonly found on items or purchased through a glyph scrivener's service throughout the galaxy, greater and superior potencies are much rarer, difficult, and expensive to find, craft, and maintain.

> **GMS NOTE**
> It is suggested that Greater Glyphs become more readily available around 8th level and Superior Glyphs around 15th level.

Inscribing Glyphs on Equipment

Glyph inscribing services can be found in most major and minor civilization centers. The implementation of glyphs in machines and items is too imperative to modern society for any community to exist without access to a glyph scrivener in some capacity. The talent and knowledge between two glyph scriveners can vary widely, though. Every glyph, no matter how common, is a complex matrix of arcane and geometric principles and it is not uncommon for a craftsman to specialize in only a handful of specific glyphs.

Prices and availability of glyphs will vary, but below is a general guide on glyph inscription prices and crafting time.

Caliber	Cost	Crafting Time
Lesser	1000 credits	6 hours
Greater	10,000 credits	1 day
Superior	50,000 credits	1 week

Any type of weapon or armor can have 2 glyphs at a time, but the bonuses do not stack. Shields can only have one glyph at a time. Other wearable items such as boots, cloaks, or amulets can have 1 glyph attached at a time. **Glyphs cannot be inscribed on Magical Items or ATDs.**

A player can only have a number of glyphs active equal to their proficiency bonus.

Glyphs can have weapon, armor, and worn item properties. Weapons can only utilize weapon properties. Armors and Shields can only utilize armor properties. Other wearable items can only utilize worn item properties.

Crafting Glyphs

A character that is proficient in glyph scrivener's tools can inscribe glyphs themselves and even store glyph schematics in their **Sigilic Formulae and Inscription Codex (SFIC).** A character can only inscribe glyphs that they have the schematic for. A character can learn a glyph schematic and record it into their codex by either studying a glyph for the same amount of time it would take to craft that glyph or by learning a schematic from a fellow glyph scrivener for the same amount of time (usually at a price). Either way, the glyph used for the study and discovery of its schematic is destroyed in the process.

The benefits of inscribing one's own glyphs are the convenience of not needing to rely on a knowledgeable glyph scrivener to be available, as well as the saved cost. Inscribing one's own glyphs usually costs 20% less than paying for a glyph scrivener's service.

Transferring Glyphs

Transferring existing glyphs from one piece of equipment onto another is a much less expensive and arduous process than creating them from scratch. The process can be done with 1 hour of concentrated effort so long as the person attempting to make the transfer has glyph scrivener's tools and is proficient with them, but it also comes with a risk..

If a character has glyph scrivener's tools but is not proficient with them, they can attempt to transfer the glyph but must make an Intelligence (Arcana) check to do so. The DC for this check is 15 for a lesser glyph, 18 for a greater glyph, and 21 for a superior glyph. On a success, the glyph will be transferred onto the new piece of equipment. Failing this check destroys the glyph being transferred.

Glyph transferring services are as common as glyph crafting services and can be performed by almost any glyph scrivener. Professional glyph scrivener services rarely fail at transferring glyphs and their success should be considered automatic save for some outlier cases. The cost for this service is generally 25% of the cost it would take to craft the same glyph.

CREATING YOUR OWN GLYPHS

Below are 37 common glyphs listed, as well as their various effects. These glyphs should cover most GM and player needs but are not all-encompassing. A GM may wish to develop their own glyphs to expand on this list or serve some necessary story or worldbuilding function. In this case, the following properties should be considered:

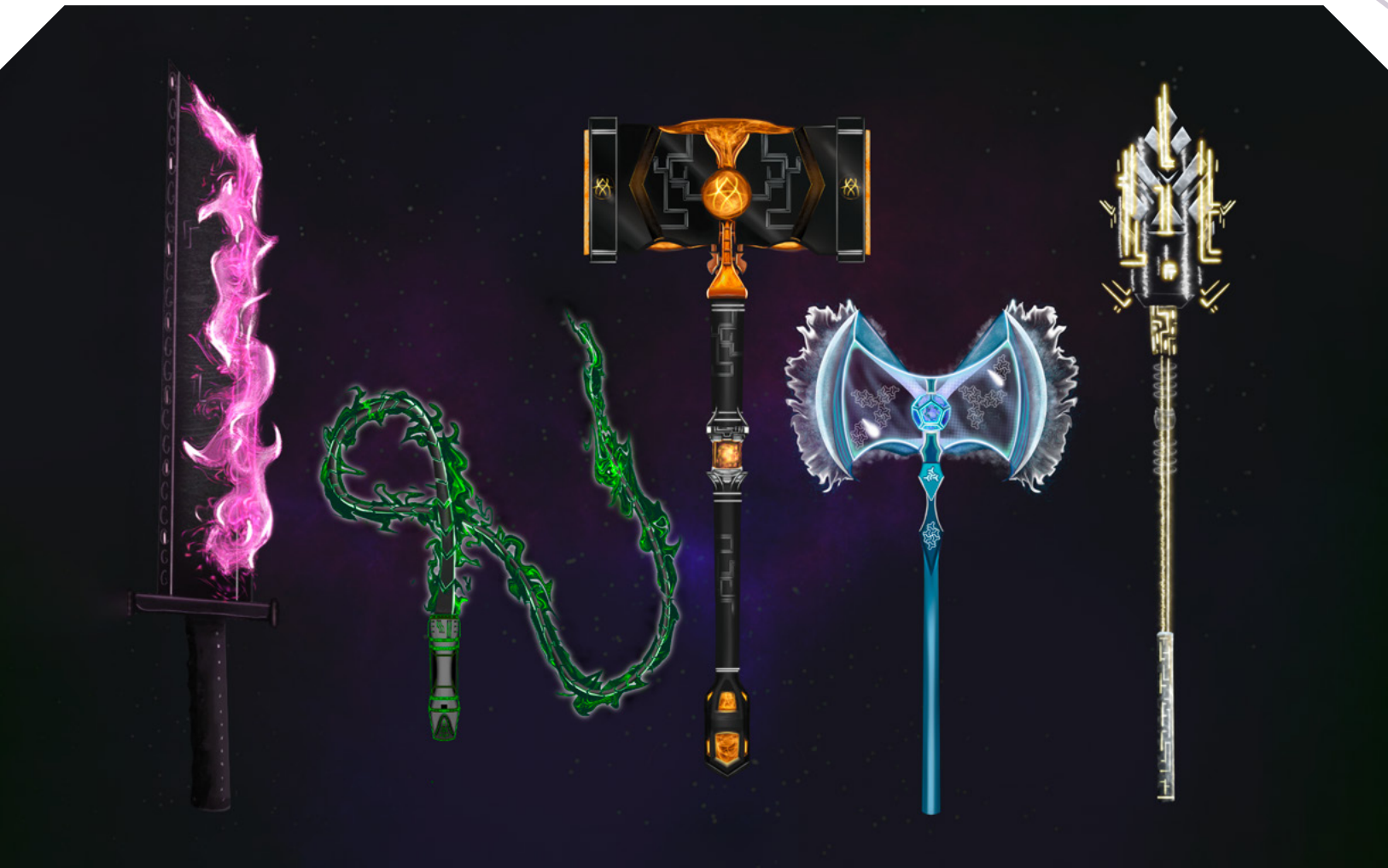
NAMING THE GLYPH. Glyphs are named for the effect they achieve. Most commonly, a glyph's name comes in adjective form, which can then be applied to the inscribed object. For example, a pair of boots inscribed with an aerial glyph becomes aerial boots.

PROPERTIES. All glyphs apply certain properties to the item upon which they are inscribed. The most common property types are weapon properties, armor properties, and worn item properties. You must decide what types of properties your glyph can provide and what each property is.

- **Weapon properties** usually affect a weapon's damage output. This can be done by adding an extra damage die, granting advantage to an attack roll, applying vulnerability to the weapon's attacks to certain creature types, or applying some additional effect or condition to the weapon's strikes.
- **Armor properties** usually increase a character's defenses. This can be done by granting resistance to a damage type, granting immunity to a condition, granting a limited healing source, or imposing disadvantage on an enemy's attack roll.
- **Worn item properties** usually affect a character's saving throws or have some utility effect. Saving throw improvements can be a temporary increase to an ability score, advantage on particular saving throws, or negation of half damage on a successful saving throw. The utility effects can be wide and varied, but some examples from the list below are an increase in movement speed or the ability to cast a spell. It is up to the DM's discretion what is deemed an appropriately balanced worn item property.

SPECIAL PROPERTIES. Some glyphs have special properties that do not fall into the 3 property categories we have gone over. Example: *Weapon Property only applies to melee weapons that can be wielded with one hand.* Consider if your glyph has such a special property. Additionally, some glyphs may only come in higher calibers. If so, make sure to note this in the special properties section.

CALIBER SCALING. Many properties become more potent depending on the caliber of the glyph. Consider whether this applies to the properties of your glyph. For example, the damage die of weapon properties usually increases by caliber (1d6, 1d8, and 1d10).



Glyph Type	Weapon Property	Armor Property
Adroit	–	–
Aerial	This weapon gains the *thrown* property. Range 20/60. You can call your weapon back to your hand as a bonus action.	When wearing this armor, the distance you can jump vertically and horizontally is doubled.
Agile	When you can take an Attack action, you can do so with advantage. Once you use this ability, you cannot do so again until you have taken a short rest.	If the armor you are wearing normally imposes disadvantage to stealth checks, it no longer imposes disadvantage to stealth checks.
Augmented	Your attack and damage rolls are increased. (+1 for Lesser, +2 for Greater, +3 for Superior)	Your armor class is increased. (+1 for Lesser, +2 for Greater, +3 for Superior)
Caustic	You gain extra acid damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to acid damage.
Death	When you damage a creature with an attack with this weapon, the target can't regain hit points until the start of your next turn.	When you drop to 0 hit points as a result of taking damage, you may make a Constitution saving throw (DC 13). If you succeed, you instead drop to 1 hit point. Once used, this property cannot be used again until you take a long rest.
Durable	–	–
Erudite	–	–
Exalted	Fiends and undead are vulnerable to this weapon's damage.	You heal an additional amount of HP equal to your proficiency bonus whenever you regain HP via magical effects.
Flaring	You gain extra fire damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to fire damage.
Forceful	You gain extra force damage to this weapon's damage rolls.(1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to force damage.
Frigid	You gain extra cold damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to cold damage.
Glamouring	–	–
Life	–	Once per day, as an action, you can target a creature within 5 feet of you and restore a total number of hit points equal to 5 x your level.
Lucent	You gain extra radiant damage to this weapon's damage rolls.(1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to radiant damage.

Worn Item Property	Special Properties	Glyph Type
You gain a +2 to your Dexterity Ability Score (Up to a maximum of 22).	Special: Can only be a Greater or Superior Glyph	Adroit
You can use this item to gain a flying speed equal to your walking speed for 10 minutes. Once you use this ability, you can't do so again until you take a short rest.	Special: Weapon Property only applies to melee weapons that can be wielded with one hand.	Aerial
You are granted advantage on stealth checks against being heard.		Agile
Your saving throw bonuses are increased. (+1 for Lesser, +2 for Greater, +3 for Superior)		Augmented
When you succeed on a saving throw against acid damage, you take no damage instead of half damage.		Caustic
You have advantage on Death saving throws.		Death
You gain a +2 to your Constitution Ability Score (Up to a maximum of 22)	Special: Can only be a Greater or Superior Glyph	Durable
You gain a +2 to your Intelligence Ability Score (Up to a maximum of 22)	Special: Can only be a Greater or Superior Glyph	Erudite
You gain a bonus to healing dice rolls equal to your proficiency bonus.		Exalted
When you succeed on a saving throw against fire damage, you take no damage instead of half damage.		Flaring
When you succeed on a saving throw against force damage, you take no damage instead of half damage.		Forceful
When you succeed on a saving throw against cold damage, you take no damage instead of half damage.		Frigid
You gain a +2 to your Charisma Ability Score (Up to a maximum of 22)	Special: Can only be a Greater or Superior Glyph	Glamouring
Once per day, as an action, you can target a creature within 5 feet of you and restore a total number of hit points equal to 5 x your level.		Life
When you succeed on a saving throw against radiant damage, you take no damage instead of half damage.		Lucent

GLYPH TYPE	WEAPON PROPERTY	ARMOR PROPERTY
LUCKY	If you roll a 1 on an attack roll, you may roll again but must use the second result. Once you use this ability, you cannot do so again until you take a long rest.	If you are hit with a critical hit, you may force the attacker to roll again and use the second result. Once you use this ability, you cannot do so again until you take a long rest.
LUNAR	In darkness, this weapon sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, you may cast ***see invisibility*** without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph).	You gain resistance to radiant and necrotic damage.
MIGHTY	–	–
PSYCHAL	You gain extra psychic damage to this weapon's damage rolls.(1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to psychic damage.
RUNIC	When a creature within 25 feet of you takes damage, you can use your reaction to fire arcane energy from your weapon. Make a ranged attack with this weapon against the attacker using either your ranged or melee attack modifier. The damage dealt by this attack is equal to this weapon's damage die. You can use this ability a number of times per day equal to your proficiency bonus.	When a creature within 25 feet of you would take damage, you can use your reaction to take half of the damage in their place. You can use this ability a number of times per day equal to your proficiency bonus.
SAGACIOUS	–	–
SHADOW	You have advantage on attacks while in dim light or darkness.	When you take damage, you can use your reaction to become insubstantial for a moment, halving the damage you take. Once you use this ability, you cannot do so again until you take a short rest.
SLAYER	This glyph is attuned to a single creature type at creation. This weapon does extra damage to this creature type. (2d6 for Lesser, 3d6 for Greater, or 4d6 for Superior)	–
SONAR	You gain extra thunder damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to thunder damage.
STELLAR	This weapon emits starlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, you can cast ***augury*** without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph).	You become partially incorporeal for 1 minute, giving you resistance to bludgeoning, piercing, and slashing damage. Once you use this ability, you can't do so again until you take a long rest.
SOLAR	This weapon emits sunlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, you can cast ***lesser restoration*** without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph)	You gain resistance to radiant and necrotic damage.

Worn Item Property	Special Properties	Glyph Type
If you roll a 1 on a skill check or a saving throw, you may roll again but must use the second result. Once you use this ability, you cannot do so again until you take a long rest.		Lucky
In darkness, this item sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, you may cast ***see invisibility*** without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph).		Lunar
You gain a +2 to your Strength Ability Score (Up to a maximum of 22)	Special: Can only be a Greater or Superior Glyph	Mighty
When you succeed on a saving throw against psychic damage, you take no damage instead of half damage.		Psychal
–		Runic
You gain a +2 to your Wisdom Ability Score (Up to a maximum of 22)	Special: Can only be a Greater or Superior Glyph	Sagacious
You gain darkvision with a range of 60 feet, and you have advantage on Dexterity (Stealth) checks when in dim light or darkness.		Shadow
–		Slayer
When you succeed on a saving throw against thunder damage, you take no damage instead of half damage.		Sonar
You have advantage on initiative rolls.		Stellar
This weapon emits sunlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet. Additionally, you can cast ***lesser restoration*** without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph)		Solar

Glyph Type	Weapon Property	Armor Property
Swift	All your movement speeds increase. (5 ft. for Lesser, 10 ft. for Greater, or 15 ft. for Superior)	All your movement speeds increase. (5 ft. for Lesser, 10 ft. for Greater, or 15 ft. for Superior)
Teleportive	You can cast the ***misty step*** spell without a spell slot, and you regain the ability to cast it in this way when you finish a short rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph).	You can cast the ***misty step*** spell without a spell slot, and you regain the ability to cast it in this way when you finish a short rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph)
Terror	While holding this weapon, you can use an action to cause it to emit a 60-foot cone of eerie, gaunt light. Each creature in the cone must succeed on a Wisdom saving throw DC 10 + your proficiency bonus or become frightened of you for 1 minute. Once you use this ability, you cannot do so again until you take a short rest.	You are immune to being frightened.
Toxic	You gain extra poison damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to poison damage.
Umbral	You gain extra necrotic damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to necrotic damage.
Vicious	When you roll a 20 on your attack roll with this weapon, the target takes an extra 7 damage of the weapon's damage type.	–
Vigor	–	While wearing this item, you gain additional hit die equal to this item's enhancement bonus. Whenever you roll hit die, you do so with advantage.
Void	When you knock a creature to 0 hit points with this weapon, you gain temporary hit points. (5 hp for Lesser, 10 hp for Greater, or 15 hp for Superior)	You can cast the *darkness* spell centered on yourself without a spell slot, and you regain the ability to cast it in this way when you finish a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph). You can see through this darkness.
Voltic	You gain extra lightning damage to this weapon's damage rolls. (1d6 for Lesser, 1d8 for Greater, or 1d10 for Superior)	You gain resistance to lightning damage.
Vorpal	This weapon ignores resistance to slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads.	–
Warding	As a reaction, when you would be hit by an attack, you can apply this weapon's enhancement bonus to your AC. Once you use this ability, you can't do so again until you take a short rest.	As a reaction, when you would take damage, you may reduce that damage by 5 x this weapons enhancement bonus. Once you use this ability, you can't do so again until you take a short rest.

Worn Item Property	Special Properties	Glyph Type
All your movement speeds increase. (5 ft. for Lesser, 10 ft. for Greater, or 15 ft. for Superior)		Swift
You can cast the ***misty step*** spell without a spell slot, and you regain the ability to cast it in this way when you finish a short rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose the ability when you gain this glyph)		Teleportive
You can use an action to cause your eyes to glow red and to shroud your face in shadow for 1 minute. You have advantage on Intimidation checks while this is in effect. Once you use this ability, you cannot do so again until you take a short rest.		Terror
When you succeed on a saving throw against poison damage, you take no damage instead of half damage.		Toxic
When you succeed on a saving throw against necrotic damage, you take no damage instead of half damage.		Umbral
–		Vicious
While wearing this item, you gain additional hit die equal to this item's enhancement bonus. Whenever you roll hit die, you do so with advantage.		Vigor
You gain darkvision with a range of 120ft.		Void
When you succeed on a saving throw against lightning damage, you take no damage instead of half damage.		Voltic
–	Special: Can only be a Superior Glyph.	Vorpal
You gain a +2 to AC as long as you are not wearing armor or using a shield.		Warding

ADVANCED TECHNOLOGICAL DEVICES (ATDS)

Technology and the sciences may have reached hitherto unseen heights, but progress knows no bounds. Every species and every galactic power participates in the never-ending race of arms, economic prosperity, and cultural influence. Whether this competitive rivalry between peoples is a good or bad thing is dependent on one's worldview, but it cannot be denied that it has led to technology of truly wondrous power and utility. While magic is commonplace across the galaxy, and the fusion of magic and technology (magitech) has carved out its own entire industry and study, pure technological wonders remain as prolific a concept. Capable of amazing feats and marvelous applications, these Advanced Technological Devices are commonly employed by starseekers on their adventures. Not only can ATDs function in place of magic items, but they do not have the drawbacks magic items or magitech can have, like being detected by a *detect magic* spell for instance.

In this book, we have provided some of the most commonly found ATDs in the galaxy.

ADVANCED TECHNOLOGICAL DEVICES A–Z

BIO-SCANNER

Wondrous item, uncommon

A computerized eyepiece with a transparent eye screen and camera lens. As a bonus action, choose one creature you can see within 60 feet of you. The bio-scanner immediately discerns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. You also receive the creature's following statistics: Armor Class, Maximum Hit Points, and Ability Scores.

The bio-scanner cannot gain this information on aberrations, constructs, celestials, fiends, or undead.

CHAINSAW BLADE

Weapon (any sword), very rare

This sword has a rotating razor chain along its blade that can be activated with a pull of the trigger on its hilt. You gain a +1 bonus to attack and damage rolls made with this weapon and do an additional 1d8 slashing damage to enemies without natural armor or not wearing armor.

When you attack a creature that has at least one limb with this weapon and roll a 20 on the attack roll, you cut off one of the creature's limbs. In addition, the creature takes an extra 2d8 slashing damage. A creature is immune to this effect if it is immune to slashing damage, doesn't have a limb, has legendary actions, or the GM decides that the creature is too big for its limb to be cut off with this weapon.

CLOAK OF DISTORTION

Wondrous item, rare

This cloak is made of a material capable of distorting surrounding light, causing confusing projections and reflections of the surrounding terrain. While you wear this cloak with the hood up, ranged weapon attacks and spell attacks made against you have disadvantage. Pulling the hood up or down requires a bonus action.

COUNTERSTRIKE GUARDS

Wondrous item, uncommon

While wearing these bracers, when you are hit by an attack and the attacker is within 10 feet of you, you may use your reaction to activate your counterstrike guards targeting your attacker. The target must make a Dexterity saving throw (DC 10 + your proficiency bonus), taking 2d8 force damage and being pushed 10 feet away from you on a failed save, or half as much damage on a successful one.

DRONES (NON-VEHICLE)

Wondrous items, varies (requires attunement)

These mechanized constructs are capable of complex automatic protocols and routines. Your drone is programmed to follow only your commands and is activated through voice recognition software and a spoken passcode.

It understands all your languages and obeys your spoken commands. If you issue no commands, the drone will attempt to follow the last command it received if possible, and if not, the drone will revert to its automated passive state.

In combat, the drone shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action.

DRONE	RARITY
Recon Drone	Uncommon
Auto Attack Drone	Rare

Recon Drone
Tiny construct

Armor Class 14 (natural armor)
Hit Points 10 (4d4)
Speed 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	6 (-2)	14 (+2)	2 (-4)

Skills Perception +4, Stealth +4
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Automatic Operation Mode. If the recon drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will move toward and attack this same target. If it cannot do so the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode lying dormant until its operator activates it.

Enhanced Perception. The recon drone has advantage on Wisdom (Perception) checks.

ACTIONS

Jolt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) lightning damage.

Auto-attack Drone
Small construct, any

Armor Class 13 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-1)	14 (+2)	12 (+1)	7 (-2)	13 (+1)	1 (15)

Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Automatic Operation Mode. If the auto-attack drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will move toward and attack this same target. If it cannot do so the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode lying dormant until its operator activates it.

Enhanced Perception. The auto-attack drone has advantage on Wisdom (Perception) checks.

ACTIONS

Blaster. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) laser damage.

DYNAMO BARRIER
Wondrous item, uncommon. (requires attunement)

As an action, you can place this item on the ground within 5 feet of you, and it will activate an energy barrier in a 10-foot sphere centered on its location. This barrier lasts for 1 minute or until it is deactivated by its activator as an action.

Any ranged weapon attack that passes through the barrier's boundary has disadvantage on the attack roll. Furthermore, all damage types done by spells, attacks, or abilities that pass through the barrier's boundary except for piercing, slashing, bludgeoning, or high-impact damage are halved.

A creature can pass through the boundary but must spend an extra 5 feet of movement to do so.

GADGETEER'S GOGGLES
Wondrous item, uncommon

When worn, these goggles can be activated by their wearer as a bonus action. When you do so, you can see electrical currents, highly electronically conductive materials such as wires and circuits, and magnetic waves, even through solid matter for 1 minute. This vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision.

While active, the wearer of these goggles also has advantage on Engineering and Cybernetic checks to understand, disable, or repair machinery.

GRAVITY BOOTS

Wondrous item, rare

These armored steel boots with integrated knee protection can alter the direction of gravity near their wearer.

As a bonus action, while wearing gravity boots, you can set your own personal, local gravity to pull you in the direction of your choice. The force of this personal gravity effect is equal to standard starship gravity. Once activated, this effect remains active for 1 minute or until deactivated as a bonus action by the wearer of the boots.

While this personal gravity is active, if you are knocked prone, you fall in accordance with your personal gravity rather than falling toward the ground as defined by the environment's normal gravity conditions. If you drop an item while your gravity boots are active, it also falls in accordance with your personal gravity in your space. If you move 5 feet or more from the item before picking it up, the item becomes subject to environmental gravity.

Once used, this effect cannot be used again until after a short rest.

HOLOSKIN

Wondrous item, rare (requires attunement)

A wearable mesh netting that can project a disguise on the wearer. As an action, the wearer of this item can activate its effect which operates exactly like the *disguise self* spell.

Once this item has been activated, it cannot be reactivated until after a short rest.

HOMING LASER

Weapon (any ranged weapon, magitech), rare

A long-range firearm that fires a laser that ignores three-quarters cover and half cover. When you use this weapon, you don't make an attack roll for the attack. Instead, choose one creature you can see. If the target is within the weapon's range and there is a path large enough for the projectile to travel to the target, the target must make a Dexterity saving throw (DC 8 + Dexterity modifier + your proficiency bonus). On a failed save, it takes the homing laser's weapon damage, plus an extra 1d6 laser damage.

MEGIDO CANNON

Weapon (Heavy Auto-cannon, magitech), very rare

You gain a +2 to attack and damage rolls with this weapon. This weapon deals fire damage. The cannon also has 3 charges. While wielding it, you can use an action to expend 1 charge to cast *fireball* with spell save DC 17.

MICRO MISSILE CANNONADE

Wondrous item, rare

A compact pack of projectiles that can be released in a single barrage at long range. As an action, the wearer of this item can initiate a barrage of small projectiles on a single target that the wearer can see within 300 feet. The target must make a Dexterity saving throw (DC 15), taking 5d6 high-impact damage on a failed save, and half as much on a successful save. All creatures within 5 feet of the target must also make the same saving throw, taking half damage on a failed save.

PROPULSION PACK

Wondrous item, uncommon

Propulsion packs can be worn on a character's back, legs, or feet. While worn, this item can be activated as a bonus action. While active, the wearer gains a fly speed of 50 feet and space flight speed of 100 feet (hover). The propulsion pack remains active for 1 minute or until the wearer deactivates it as a bonus action. Once used, this item cannot be used again until after a short restt.

RAY-BOMB

Wondrous item, rare

As an action, a character can fire the ray-bomb from its launcher at a point up to 120 feet away. Alternatively, the ray-bomb can be placed within 5 feet of the character and set to detonate remotely as an action. The remote detonation of the ray-bomb can be triggered by a remote detonation device as an action within 1000 feet of the ray-bomb.

Upon detonation, whether through the impact of its launch or remote detonation, all creatures within a 50-foot sphere must make a Dexterity saving throw (DC 15), taking 8d6 plasma damage and being knocked prone on a failed save, and half as much on a successful one.

SPIDER-CLIMB PACK

Wondrous item, uncommon

As a bonus action, you can activate your spider-climb pack. While active, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands, arms, and legs free. You also gain a climbing speed equal to your walking speed. This effect lasts for one hour.

Once you use this effect, you cannot do so again until after a short rest.

SUPER POWER CELL

Wondrous item, uncommon

A cell of concentrated aether energy capable of recharging small and large battery cells. As an action, you can connect the super power cell to an uncharged battery pack and instantly charge it. You can do this a number of times equal to your character's proficiency bonus per long rest. Alternatively, it can also be used to fully recharge one used ATD or one magic item's charges.

Once the super power cell's charge has been used, it cannot be used again until it is recharged. The aetherium inside the cell recharges the cell naturally after a long rest.

CYBERNETIC AUGMENTATIONS

With the advancement of technology came the ability to advance our own physical forms. Cybernetic augmentations and prosthetics have become so widely accepted and used that it may not be uncommon for every person in a crowd or public place to have some sort of bodymod. Some cybernetic augmentations can give a person truly remarkable capability. Starseekers often equip such augmentations to better compete with their contemporaries both on and off the battlefield and to better seek and succeed at their endeavors.

Cybernetic augmentations, unlike magic items and artifacts, are commonplace enough to have quantifiable value and thus can be purchased and installed at the right price. The table below has the suggested prices for cybernetic augmentation based on rarity.

RARITY	VALUE
Common	1000 credits
Uncommon	10,000 credits
Rare	50,000 credits
Very Rare	250,000 credits

Below, we have listed and detailed some of the galaxy's most prolific cybernetic augmentations.

CYBERNETIC AUGMENTATIONS A–Z

ARM BLASTER

Augmentation, uncommon

This retractable ranged weapon has been integrated with one of your limbs and is powered by a fusion of power cells and your own muscular and neural energy output. This augmentation counts as a hand cannon and has all the properties of this weapon listed in Chapter 4.

As a free action, you can draw this weapon. This weapon cannot be disarmed or removed from your person without dismembering or disassembling the limb to which it is attached.

CYBERNETIC LINK

Augmentation, common

This brain augmentation allows you to jack in to any computer or machine with a compatible interface. While utilizing this augmentation, you have advantage on skill checks related to interfacing with the machine or computer you are connected with.

While using this augmentation, you are blind and deaf to your physical surroundings.

OPTIC LASER

Augmentation, rare

One of your eyes has been replaced with a device that can both function as an ocular lens and fire a concentrated laser at a distance.

As a bonus action, you can fire an optic beam at a target you can see within 120 feet of you. Make a ranged attack against the target. On a hit, the target takes 1d10 laser damage.

Alternatively, you can utilize the laser as a tool. As a bonus action, you can use the optic laser to weld 6 inches of metal together, cauterize a 6-inch or smaller wound, or ignite a piece of flammable material.

LEG STABILIZER

Augmentation, uncommon

Your Strength score must be at least 15 to have this augmentation. Your legs have been reinforced with carbon adamantium supports and weights. You have advantage on all saving throws against effects that induce forced movement or knock you prone. You also gain a climb speed equal to half your walking speed, and your high and long jump distances are doubled.

CARDIAC AUGMENT

Augmentation, very rare

Your heart has either been partially or completely replaced by a mechanical version. While you have this augmentation installed, your Constitution score becomes 17; if it was already 17 or higher, then it increases by 1. Your movement speed is increased by 10 feet, and the length of time you can go without breathing is doubled.

EXTRASENSORY OPTIC LENSES

Augmentation, rare

This augmentation comes in two versions.

INFRARED VISION. While you have this augmentation installed, you activate your infrared vision as a bonus action. While active, you see the infrared energy of everything around you within 60 feet. This energy is seen as a color–coded mapping of your surroundings.

MAGIC DETECTION. While you have this augmentation installed, you can activate your magic detection vision as a bonus action. While active, you can see a faint aura around any visible creature or object within 30 feet that bears magic, and you learn its school of magic, if any. This vision can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

NEOCORTEX AUGMENTATIONS

Augmentation, rare

This augmentation comes in three different versions.

ENHANCED NEURAL PROCESSOR. While you have this augmentation installed, you gain a +1 to your Intelligence score and can add your proficiency bonus to any Intelligence-based skill or saving throw. You can only have one neocortex augmentation installed at any given time.

POSTERIOR CORONAL AMPLIFIER. While you have this augmentation installed, you gain a +1 to your Wisdom score and you can add your proficiency bonus to Perception checks, Insight checks, and saving throws. You can only have one neocortex augmentation installed at any given time.

MINDSHIELD. While you have this augmentation installed, you are immune to being charmed and cannot be spoken to telepathically. Additionally, attacks that deal psychic damage to you have disadvantage and you have advantage on saving throws against spells and effects that cause psychic damage. You can only have one neocortex augmentation installed at any given time.

DERMAL PLATING

Augmentation, varies

While you have this augmentation installed, your AC is 13 + your Dexterity modifier while not wearing armor. This augmentation comes in two versions.

- **Superthermal** (uncommon). While you have this augmentation installed, you have resistance to fire and cold damage.
- **Ultraconductive** (rare). While you have this augmentation installed, you have immunity to lightning and resistance to fire damage. Furthermore, when you are hit by an attack, spell, or effect that deals either of those damage types, your next attack deals an extra 1d10 of that damage type.

VOICE MODULATOR

Augmentation, uncommon.

While you have this augmentation installed, as a bonus action, you can adjust the timbre, pitch, and cadence of your voice however you wish within the hearable humanoid range. Additionally, you can perfectly mimic any voice you have heard within the last hour. Once you use a different vocal setting, you lose the ability to mimic that voice until you hear it again.

MAGIC ITEMS

Despite technological advancement, magic remains a defining force in galactic culture. And even with the advent of glyph technology, unique magic and magitech items continue to be developed and are highly coveted by those who would use their power. Gleaned from the armories of military warcrafts, found in the research facilities of secret laboratories, or discovered in long-lost vaults of ancient civilizations, these items grant capabilities a starseeker could rarely achieve on their own, even with glyph technology.

Below, we have listed some of the more common modern magic items found across the galaxy. But any and all magic items found in the Dungeon Master's Guide can also be found in the universe of Draken Star.

MAGIC ITEMS A–Z

ALCHEMICAL LAUNCHER

Wondrous item, Rare

This large cannon, powered by arcane runes and alchemical sigils, must be wielded in two hands. It requires no ammunition and doesn't need to be loaded. Once per round, as an action, it can be fired at a target the wielder can see within 60 feet.

The creature firing the alchemical launcher can choose the effect from the following options:

ABSOLUTE ADHESIVE. You fire a large glob of gray paste that creates a virtually unbreakable bond between the objects it glues together. The target must succeed on a Dexterity check (DC 13) or become grappled (escape DC 13). If the target is already grappled by absolute adhesive, it instead becomes restrained (escape DC 15). If the target is already restrained by the absolute adhesive, it instead becomes paralyzed, and if the target is not released from the adhesive within 1 minute, it becomes permanently petrified.

ANTIMONIC ACID. You fire a bubbling green globe that explodes toward your target. It showers them with acid and creates a boiling pool around them. Each creature in a 5-foot radius must make a Dexterity saving throw (DC 13). A target takes 3d6 acid damage on a failed save. The area within the radius becomes difficult terrain for 1 round of combat.

CRYOFROST MIST. A wintry blast of arcane wind sweeps over your foes and freezes them in their tracks. You fire an icy blast of frost in a 20-foot cone. Each creature in that area must make a Constitution saving throw (DC 13). On a failed save, a creature takes 3d6 cold damage and their speed is halved until the end of their next turn

DRAGONFIRE TAR. This black sticky substance adheres to its target and sears them with ongoing crimson flames. The target must succeed on a Dexterity saving throw (DC 13) or take 2d8 fire damage. At the start of the target's next turn, it must make a DC 13 Constitution saving throw or take 2d8 fire damage. The target must continue this saving throw at the start of each of its turns until it succeeds.

STORMLASH. A blue crackling leash of arcane lightning lashes out to restrain your target. The target must make a Constitution saving throw (DC 13) or take 3d8 lightning damage and become restrained (escape DC 13). As long as the target remains restrained by the stormlash you can repeat the damage rolls of this attack without needing to make an attack roll.

> **GM NOTE**
> An upgraded version of the alchemical launcher can be created from this version. The Upgraded Alchemical Launcher is a wondrous item (very rare). Its save DCs increase by 3, and its damage dice increase by 2.

ARCANE SHELL

Ammunition (energy cartridge), uncommon

This ammunition can be loaded into any ranged weapon with the energy property and changes the damage type of the next attack made with this weapon to either fire, cold, lightning, thunder, or force damage. Attacks with this ammunition have a +1 to attack rolls and deal an extra 1d6 of the specified damage type.

ARCHITECT'S STAFF

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

This staff is made up of an ever-disassembling and reassembling series of geometric shapes. While wielding this staff, you have advantage on all Engineering checks and can cast the *mending* cantrip.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC and spellcasting ability modifier: *construct familiar** (1 charge), *tiny hut* (3 charges), or *fabricate* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you are in a location where dawn does not occur, the staff instead recharges at the time dawn would occur on the last planet you visited. If you expend the last charge, roll a d20. On a 1, the staff collapses in on itself one geometric shape at a time until it vanishes.

CONSTRUCT FAMILIAR

1st-level Technomancy (can be cast as ritual)

CASTING TIME: 1 hour (ritual)
RANGE: 10 feet
DURATION: Instantaneous
COMPONENTS: V, S, M (50 credits worth of scrap metal)

You create a construct familiar from on-hand materials and imbue it with an arcane spark. The construct familiar has the statistics of a homunculus but has an appearance that you choose.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action, while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

C-BEAM STAFF

Staff, very rare (requires attunement)

This staff holds 3 miniature blue stars encased in unbreakable dyson shells and complex magitech circuitry. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

You add your ability modifier to spells and attacks with this staff that deal laser, plasma, or radiant damage.

This staff has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *guiding bolt* (1 charge), *daylight* (2 charges), or *sunbeam* (3 charges).

The staff regains all expended charges daily at dawn. If you are in a location where dawn does not occur, the staff instead recharges at the time dawn would occur on the last planet you visited. If you expend the last charge, roll a d20. On a 1, the staff explodes, producing the effect of a *fireball* spell and is destroyed.

DIMENSIONAL GAUNTLETS

Wondrous item, rare

As part of an Attack action, you can activate these gauntlets. A dimensional portal opens between your attack and your target, shortening the distance between them. While active, the reach of your weapon attacks extends by 10 feet.

DRAGOON ARMOR

Armor (Any heavy armor), legendary

Fashioned after the dragons of ancient legend, dragoon armor is one of the Draconic Star Sovereignty's greatest works of magitech. These legendary suits of armor give dragon-like abilities to their wearers.

While wearing this armor, you gain a +2 bonus to AC, you gain a flight speed of 50 feet and a space flight of 100 feet, you can endure the vacuum of space as if you were wearing a spacesuit, you have advantage against the breath weapons of dragons, and you have resistance to one damage type that is determined by the type of dragon your armor is fashioned after.

Additionally, once per day, you gain the breath attack from the adult dragon stat block of the type of dragon your armor is fashioned after.

DRAGON TYPE	DAMAGE TYPE
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

HOVER AUTO-SHIELD

Armor (shield), rare (requires attunement)

This magically powered device projects an energy shield and hovers near its attuned user at all times. While attuned to this item, you gain a +2 to your AC as if you are wielding a shield.

As a reaction, the shield can intercept an attack that would hit you by giving you an additional +4 to your AC. Once used in this way, the auto-shield loses all of its properties until it recharges. The hover auto-shield recharges naturally after 1 hour.

LACRIMA CRYSTAL

Wondrous item, rare

Elementally charged crystals that can be set and activated as a trap. As an action, you can set the lacrima crystal in a space within 5 feet of you. The crystal hovers in place 5 feet above where it was set. It has an AC of 14 and 10 HP. When you place the lacrima crystal, you can set its energy type (fire, cold, lightning, thunder, radiant, laser, or plasma) and designate yourself and up to 5 other creatures as allies.

Until the crystal runs out of energy, it will immediately fire beams of energy at any non-ally creature that is within 60 feet of it. The crystal fires up to 3 beams per round. Each target must make a Dexterity saving throw (DC 15) or take 3d6 of a damage type determined by you when you set it.

The lacrima crystal runs out of energy after 8 hours or after 10 rounds of firing its beams, whichever occurs first. Once it runs out of power, a lacrima crystal is destroyed.

MIDNIGHT BLADE

Weapon (any bladed weapon), legendary

This black umbral weapon traces its origins to the space between stars, beyond the horizon of all black holes. It does not follow the rules of this reality.

All light within 30 feet of the midnight blade is dimmed. Bright light becomes dim, and dim light becomes darkness. This darkness cannot be dispelled by any spell or effect.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

As an action, you can slice open a hole in reality, creating a portal into the Voidharrow. The location within the Voidharrow is either one you have been to before (your choice) or a completely random one. If you are in the Voidharrow when you use this action, you instead open a portal to either the material plane (galaxy proper) or the sub-dimension of Hell, your choice. The location in the material plane or Hell your portal connects to is either a location you have been to before (your choice) or a completely random location.

PSYCHOKINETIC JUNCTION

Wondrous item, rare (requires attunement)

These two glyph-strewn pieces of magitech connect the wearer's mind to their weapon. When you are wearing the psychokinetic junction and have a weapon of your choice equipped with its companion installation, you can control the equipped weapon with your mind.

You can use a bonus action to toss this weapon into the air and psionically activate it. When you do so, the weapon begins to hover and flies up to 30 feet in a direction of your choice. You can use your action to make attacks with the weapon. The weapon uses your attack roll and ability score modifier to damage rolls.

While the weapon hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you.

REPULSION ARMOR

Armor (any light or medium armor), rare

You gain a +1 bonus to AC while you wear this armor. As a reaction, you can activate this armor when a creature that is Large or smaller comes within 5 feet of you. All creatures within 5 feet of you must make a Constitution saving throw (DC 13) or be pushed 15 feet away from you.

RUNAR GRENADE

Wondrous item, rare

The spherical devices are covered in complex arcane glyphs and sigils that, when activated, create powerful magic effects. As an action, you can activate a runar grenade and throw it to a space you can see within 60 feet of you. The runar grenade then detonates. The array of glyphs on the runar grenade dictates the grenade's effect.

CHRONAL. A chronal runar grenade explodes with a force that distorts time around it. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw (DC 13). On a failed save, a creature suffers identical effects to the *slow* spell for 1 minute.

Once you use this effect, the grenade is destroyed.

DIMENSIONAL. A dimensional runar grenade explodes with a force that distorts the space around it. Each creature within a 20-foot-radius sphere centered on that point must make a Dexterity saving throw (DC 13). On a failed save, the creature is teleported to a random space within 30 feet of its original location.

Once you use this effect, the grenade is destroyed.

Entropic. An entropic runar grenade emits a negative energy that saps life around it. Each creature within a 20-foot-radius sphere centered on that point must make a Constitution saving throw (DC 13). On a failed save, the creature takes 3d6 necrotic damage. All damage caused by the runar grenade is absorbed into the grenade as life force.
Once this effect is used, it cannot be used again.
A creature can spend a minute to access this life force and regain an amount of hit points equal to the damage the entropic grenade absorbed.

Once you use this effect, the grenade is destroyed.

Prismatic. A prismatic runar grenade bursts with a brilliant, scintillating light. Each creature within a 20-foot-radius sphere centered on that point must make a Wisdom saving throw (DC 13). On a failed save, the creature suffers identical effects to the *confusion* spell for 1 minute.
Once you use this effect, the grenade is destroyed.

Scepter of Fallen Stars

Rod, very rare (requires attunement, any spellcaster)
This heavy rod has been forged from the core metals of meteors and is crowned by raw neodymium ore suffused with powerful cosmic magic.

This rod can be wielded as a magic mace that grants a +1 bonus to attack and damage rolls made with it. While holding the scepter, you gain a +1 bonus to spell attack rolls.

As an action, you can force 3 targets within 30 feet of you that you can see to make a Constitution saving throw (DC 15). On a failed save, the target is flung 30 feet into the air and then hurled straight back down to the ground, taking 6d6 bludgeoning damage and becoming knocked prone.

A creature already in flight that is targeted by this effect instead makes a Strength saving throw (DC 17). On a failed save, it is hurled directly downwards 30 feet. If the target hits the ground as a result of this forced movement, it takes 6d6 bludgeoning damage and is knocked prone.

Telekinetic Gloves

Wondrous item, rare (requires attunement)
While wearing these gloves, you can cast the *mage hand* cantrip. You can cast it without verbal or somatic components, and the spectral hand of the spell is invisible. Furthermore, the range of this spell increases by 30 feet, and its carrying capacity increases by 10 pounds when you cast it.

Once per day, you can cast the *levitate* spell while wearing these gloves. Once you use this ability, you cannot do so again until you take a long rest.

Time Link Armor

Armor (any), rare (requires attunement)
This armor is outfitted in chronal glyphs that give its wearer glimpses of possible futures. While wearing this armor, you have advantage on initiative rolls.

Once per day, as a reaction, you can reroll an attack roll, skill check, or saving throw. You must decide to use this ability before knowing if the original roll was a success or failure. Alternatively, you can use this effect to force a creature of your choice to reroll an attack roll, skill check, or saving throw. You must decide to use this ability before knowing if the original roll was a success or failure.

ARTIFACTS

Most of the ancient artifacts created before the Prime Event have been long lost to time, though it is possible some few may have survived the reordering of the cosmos. Since that time, many powerful entities and groups have risen and fallen in power and prominence. More often than not, artifacts associated with these entities and groups have risen with their creators to the echelon of myth and legend. Such artifacts are unique magic items of incredible power. Starseekers and countless others would trade all they own and more, for even one such artifact and one coming into play in your campaign can be an absolutely story-defining event.

Below, we have listed the most legendary of these artifacts.

ARTIFACTS A–Z

BARATHRON, TWINGLAIVE OF FIRE AND BLOOD

Weapon (glaive), artifact (requires attunement)

One of the **Four Armaments of Hell**. This menacing glaive bears blades that promise pain on either side of its pole handle. Barathron rarely leaves its master, Archduke Ramazall's, side. The twinglaive, as diabolical as its master, shares the lord of Hell's aims to dominate all living things and bind the galaxy under the heel of infernal rule. Whoever wields this weapon must contend with its force of will that attempts to bend them towards its goals.

Forged from umbral alloys found deep in the Voidharrow, the glaive is endcapped with two glistening black blades. One is ever-wreathed in crimson hellfire. The other eternally drips with the blood of its past victims. The glaive can magically change in size to better conform to the grip of its user.

Any creature besides Ramazall that tries to attune to the weapon must make a Charisma saving throw (DC 17). On a failed save, the creature is completely dominated by the artifact for 24 hours and will do the sword's bidding. After 24 hours, the creature may make the same saving throw, and again 24 hours after that. If the creature fails all 3 saving throws, it is transformed permanently into a ***pit fiend*** that swears undying loyalty to Archduke Ramazall. A creature that succeeds on any of these saving throws is immune to the artifact's domination until they unattune the artifact.

This domination can be broken if the artifact is separated from its wielder by more than 100 feet.

In the hands of one who is attuned to it, this weapon can be wielded as a magic glaive that grants a +3 bonus to attack and damage rolls made with it. The artifact's flaming blade deals an extra 2d6 fire damage on a hit. Its blood-dripping blade forces its target to make a Constitution saving throw (DC 21). On a failed save, the target takes 2d6 necrotic damage at the start of its turn for 1d4 rounds.

RANDOM PROPERTIES. Barathron, Twinglaive of Fire and Blood has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

The detrimental properties of Barathron are suppressed while the weapon is attuned to Ramazall himself.

TWINBLADED. While wielding this weapon, you can use a bonus action to make a single attack with either side of it.

FIRE IMMUNITY. While wielding this weapon, you are immune to all fire damage.

SPELLS. The weapon has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18): *fireball* (1 charge), *wall of fire* (2 charges), *dominate person* (3 charges), *dominate monster* (4 charges). The weapon regains 1d4 + 3 expended charges daily at dawn. If you are in a location where dawn does not occur, the weapon instead recharges at the time dawn would occur on the last planet you visited.

SENTIENCE. Barathron is a sentient, lawful evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Infernal and Universal.

PERSONALITY. The weapon's purpose is to help satisfy Ramazall's desire to dominate everything in the universe. The weapon speaks with an imperious tone, as though accustomed to being obeyed.

THE CALIGINOUS CROWN, DIADEM OF ICE AND SHADOW

Wondrous item, artifact (requires attunement)

One of the **Four Armaments of Hell**. This diadem of black ice is as frigid and evil as its daemonic mistress, Queen Ledyanaya, one of the four lords of Hell. The crown shares its queen's aims to corrupt all living things and bring the galaxy under the dominion of daemonkind. Whoever wears this crown must contend with its force of will that attempts to bend them towards its goals.

Formed from the frigid ice found at the bottom of Lake Sarnath and infused with the dark essence of the unnamable monster found in the depths of that stygian sea, the Caliginous Crown is an object of breathtakingly elegant beauty and deep existential dread. The crown is painfully cold to the touch and initially numbs the flesh of the one who wears it, but this cold ceases to be felt by one who is attuned to the diadem. The crown can magically change in size to better conform to the size of its user.

Any creature besides Ledyanaya that tries to attune to the crown must make a Charisma saving throw (DC 17). On a failed save, the creature is completely dominated by the artifact for 24 hours and will do its bidding. After 24 hours, the creature may make the same saving throw, and again 24 hours after that. If the creature fails all 3 saving throws, it is transformed permanently into a ***Sunodämon*** that is bound to Queen Ledyanaya's service. A creature that succeeds on any of these saving throws is immune to the artifact's domination until they unattune the artifact.

This domination can be broken if the artifact is separated from its wearer by more than 100 feet.

When worn by one who is attuned to it, this crown can be used as an arcane focus. While wearing it, you gain a +2 bonus to saving throws and spell attack rolls. Additionally, all spells that deal cold or psychic damage deal extra damage equal to your proficiency bonus.

Random Properties. The Caliginous Crown, Diadem of Ice and Shadow has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

The detrimental properties of the Caliginous Crown are suppressed while it is attuned to Ledyanaya herself.

Mire the Mind. While wielding this artifact, you are immune to the charmed and frightened condition. Additionally, you gain the following ability: As a bonus action, you channel the darkest emotions and bring them to the forefront of your target's minds. Each creature of your choice within a 60 ft. range that can see you must make a Charisma saving throw (DC 18). On a failed save, the target is frightened of you for 1 minute.

Cold Immunity. While wearing this crown, you are immune to all cold damage.

Spells. The crown has 7 charges. While wearing it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18): *sleet storm* (1 charge), *ice storm* (2 charges), *wall of ice* (3 charges), *eyebite* (4 charges), and *simulacrum* (4 charges). The crown regains 1d4 + 3 expended charges daily at dawn. If you are in a location where dawn does not occur, the crown instead recharges at the time dawn would occur on the last planet you visited.

Sentience. The Caliginous Crown is a sentient, chaotic evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The crown communicates telepathically with its wearer and can speak, read, and understand Abyssal and Universal.

Personality. The crown's purpose is to bring about Ledyanaya's desire to corrupt and become the source of worship for everything in the universe. The weapon is cold, cruel, and bereft of humor.

THE DARK STAR

Wondrous item, artifact (requires attunement)

A magically contained singularity, the Dark Star is an artifact of eldritch and abominable design. Its origins remain unknown to this day, but it has been speculated to be a micro black hole captured at the moment of its collapse and given magical sentience. Other theories postulate the possibility of the artifact being the confined soul of an outer god whose physical form defies reality.

This artifact can be used by the attuned as a spell focus and grants a +2 to spell attack rolls and spell save DCs.

Devourer of Souls. All creatures that die within 30 feet of the Dark Star have their souls irrevocably absorbed by the artifact. If the artifact does not absorb at least one soul every 24 hours it will cause 5d6 necrotic damage to its attuner. If the Dark Star goes 7 days without feeding upon a soul it will devour the soul of its attuner.

Annihilator. This artifact functions as a Sphere of Annihilation. A creature who is attuned to the artifact cannot be harmed by its effects, has advantage on checks made to contest control of the artifact, and automatically succeeds on checks made to control the artifact when not contested by another creature.

Random Properties. The Dark Star has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

Soul Extraction. There is a dark ritual known only by a few ancient beings in the galaxy, said to be able to coax the countless souls devoured by the Dark Star out and utilize their energy as an unrivaled weapon.

Draken Buster

Weapon (varies), artifact (requires attunement)

Long ago, 5 weapons were forged by the ancient dragon clans who warred amongst themselves for interstellar supremacy. Each was designed to be devastating to dragons and dragon-kin, with a particular potency against a particular dragon type.

You gain a +1 bonus to attack and damage rolls made with this magic weapon and a +3 to attack and damage rolls made against dragons and dragon-kin.

Draconic Soul. While attuned to the Draken Buster, you can speak, read, and write Draconic and gain the dragon breath attack of the adult dragon associated with your weapon. You can use this breath attack once per day.

Dragon Slayer. This artifact acts as both a **vicious weapon** and **vorpal sword** when making attacks against the dragon type associated with it.

Random Properties. The Draken Buster has the following random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

The following table lists the weapon types with their associated dragon types:

Weapon Type	Dragon Type
Greatsword	Void
Halberd	Nova
Heavy Auto-cannon	Pulsar
Rapier	Stellar
Warhammer	Meteor

Exarchic, Lance of Valkaia

Weapon (lance), artifact (requires attunement)

A lance of pure crystal that shines with a light from within, Exarchic's piercing tip is accented by a winged blade, and the entire weapon crackles with electricity, eager to strike. Exarchic contains a spark of Valkaia, an ancient primordial of lightning and wind.

Lance of the Storm. This lance grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using this lance, the target takes an extra 2d8 lightning damage. Exarchic also functions as a **Javelin of Lightning**.

If you are attuned to this weapon, you do **not** have disadvantage when you use it to attack a target within 5 feet of you.

Luminous. The weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Random Properties. Exarchic, Lance of Valkaia has the following random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

Spells. The weapon has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 18): *lightning bolt* (1 charge), *fly* (2 charges), and *chain lightning* (4 charges). The lance regains 1d4 + 3 expended charges after a long rest.

Geminar the Lightwing Sword

Weapon (katana), artifact (requires attunement)

This white guard and handle without a blade is outfitted with 3 red gem beads. When activated by a wielder deemed worthy by the artifact, a shining blade of light erupts from the handle, eager to defend those under threat of evil and tyranny.

Whosoever Be Worthy. Only a being deemed worthy by the sword can attune to it or activate its power.

Blade of Light. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use a bonus action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Sentience. Geminar is a sentient, neutral good item with an Intelligence of 16, a Wisdom of 16, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates empathically with its wielder, letting them know when it is pleased or displeased, along with other emotions.

Personality. Geminar's purpose is to preserve and reclaim the ancient honor of the elves. It wishes to repair the current rift between the Arcadian and Imperial elves and return the customs of peace, protection, cultivation, and wisdom to its creator people. The weapon is pure of heart, stalwart, and brave.

Light Wings of Seldar. Within Geminar are sealed seven sacred wings of light. The blade of light is the first wing. As the wielder of the weapon further aligns with the sword's goals and values, more wings can be unlocked. The lightwing powers that can be unlocked are listed on the table below. This can be done at the DM's discretion, but it is suggested that the wielder of Geminar complete some major task to unlock each subsequent lightwing power.

Number of Lightwings	Power
3 Lightwing Barrier	As a reaction, you can create 3 wings of light that form a barrier around you and all creatures within a 10-ft radius of you. Until the end of each creature's next turn, they have a +5 to their armor class. Once you use this ability, you cannot do so again until you take a long rest.
4 Lightwing Blast	As an action, you can cause 4 wings of light to form around the hilt of your sword. When you do, you can cast the spell *sunbeam* from the sword. Once you use this ability, you cannot do so again until you take a long rest.
5 Lightwing Step	When you wield Geminar, wings of light rest on your shoulders and feet. While these wings are active, you can teleport a distance equal to your speed as your movement. If you dash, you teleport the distance of your dash.
7 Lightwing Form	As an action, you become a being of radiant light with six wings of light bursting from your shoulders and back. The seventh wing serves as your blade. This form lasts for 1 hour. You gain the following benefits: You gain a fly speed equal to 80 feet and a space flight speed of 1000 feet. You no longer require food, water, or air. Once you use this ability, you cannot do so again until you take a long rest.

Laeva's Tear, Orb of Thalassia

Wondrous item, artifact (requires attunement)

Within this crystal orb swirls a vortex of water and mist; Laeva's Tear harnesses the tempestuous fury of a planetary sea. Laeva's Tear contains a spark of Laevatein, an ancient primordial of water and ice.

Orb of Sorcerous Seas. This orb can be used as an arcane focus and grants a +3 bonus to spell attack rolls and spell save DCs of the attuned user. Laeva's Tear also functions as a **Ring of Water Elemental Command** and gains the additional properties without the need to slay a water elemental while attuned to the orb.

Random Properties. Laeva's Tear, Orb of Thalassia, has the following random properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

Maelstrom. As an action, you summon a swirling vortex of raging water bursting around a point on the ground you specify. The vortex is a 20-foot-radius, 50-foot-high cylinder centered on that point. This effect requires your concentration and lasts for up to a minute. Until the effect ends, you can use your action to move the vortex up to 30 feet in any direction along the ground. The vortex sucks up any Large or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Constitution saving throw (DC 18) the first time on a turn that it enters the vortex or that the vortex enters its space, including when the vortex first appears. A creature takes 10d6 bludgeoning damage on a failed save or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw (DC 18) or become restrained in the vortex until the effect ends.

When a creature starts its turn restrained by the vortex, the creature is pulled 10 feet higher inside it unless the creature is at the top. A restrained creature moves with the vortex and falls when the spell ends unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check (escape DC 18). If successful, the creature is no longer restrained by the vortex and is hurled 3d6 × 10 feet away from it in a random direction.

MALEVOLENCE, SCOURGE OF POISON AND DECAY

Weapon (Flail), artifact (requires attunement)

One of the Four Armaments of Hell. This triple-headed flail drips with burning poison and liquid corruption and is as merciless and slaughterous as its eldritch master, Overlord Xaxuloth, one of the four lords of hell. The flail is of a single mind with its master and desires the defilement and subjugation of all living things and to recreate the universe in Xaxuloth's vision, a foul and polluted realm incongruous with natural life. Whoever wields this weapon must contend with its force of will that attempts to bend them towards its goals.

Forged in the caustic pits of Xersotos and quenched in the polluted river of Gurath, Malevolence inflicts poison and decay on all it touches. The corrupting poison of the flail is said to be so puissant its touch can defile even the blood of gods. Plants wither, drinks spoil, and flesh rots in the presence of this artifact. Malevolence can magically change in size to better conform to the size of its user.

Any creature besides Xaxuloth that tries to attune to the flail must make a Charisma saving throw (DC 17). On a failed save, the creature is completely dominated by the artifact for 24 hours and will do its bidding. After 24 hours, the creature may make the same saving throw, and again 24 hours after that. If the creature fails all 3 saving throws, it is transformed permanently into a ***Mephiloth*** that is driven to obey the will of Xaxuloth. A creature that succeeds on any of these saving throws is immune to the artifact's domination until they unattune the artifact.

This domination can be broken if the artifact is separated from its wielder by more than 100 feet.

In the hands of one who is attuned to it, this weapon can be wielded as a magic flail that grants a +3 bonus to attack and damage rolls made with it. Additionally, it deals 2d10 extra acid damage and forces the target to make a Constitution saving throw (DC 18) or be poisoned for 1 minute. This effect even affects creatures immune to poison damage or the poisoned condition.

Random Properties. Malevolence, Scourge of Poison and Decay has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

The detrimental properties of Malevolence are suppressed while it is attuned to Xaxuloth himself.

Aura of Decay. While wielding this artifact, you exude an aura of decay and defilement. All plant life, food, and drinks within 30 feet of you spoil and begin to rot. Furthermore, all creatures within 10 feet of you must make a Constitution saving throw (DC 13) at the start of their turn or take 1d10 poison damage.

Poison and Acid Immunity. While wielding this weapon, you are immune to all poison and acid damage.

Spells. The weapon has 5 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18): *stinking cloud* (1 charge), *blight* (2 charges), *contagion* (3 charges). The weapon regains 1d4 + 3 expended charges daily at dawn. If you are in a location where dawn does not occur, the weapon instead recharges at the time dawn would occur on the last planet you visited.

Sentience. Malevolence is a sentient, neutral evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The flail communicates telepathically with its wielder and can speak, read, and understand Deep Speech and Universal.

Personality. Malevolence's purpose is to further Xaxuloth's goal of defiling and polluting all life and transforming the galaxy into a plane of existence for his eldritch fiends to thrive. The weapon is sadistic, nihilistic, and obsessed with spreading corruption.

THE PENTACHORON

Wondrous item, artifact (requires attunement)

This 4-dimensional object warps the timespace around it and is kept stable through a combination of advanced technomancy and quantum stabilization. The experiment that led to its creation resulted in a massive and deadly explosion, and the result has never again been replicated.

While attuned to this item, you can cast the spells *dimension door* and *scrying* at will. You can also cast the spell *plane shift* once per day.

Probability Interposition. The Pentachoron can alter the probability, location, and occurrence of events around it, but its use is inexact and, at times, unpredictable. Once per day, as an action, you can attempt to use the Pentachoron to alter reality by making an Intelligence check (DC 24). On a fail, roll a d100 to determine the effect that takes place. On a successful check, roll a d100 twice and choose which result takes effect.

d100	Effect
1-9	You cause reality's fabric to unravel and spin anew, allowing you to avoid or erase one event of your choice as if it never happened. Choose an event your character was present for at some point in their life. That event no longer happened. What are the repercussions of this?
10-18	Reality begins to warp, and the memories of your lifetime with it. One defining moment of your character's backstory (DM's choice) is undone as if it had never happened. What happened instead?
19-27	Up to 5 creatures of your choice are instantaneously transported to a place you are familiar with (also your choice). Where did they go?
28-36	You are teleported to a place of the DM's choice. One or more powerful beings guard the place. A *wish* spell can't bring you back, but the spell reveals the location you were teleported to. Where have you been imprisoned?
37-45	You cast the *wish* spell.
46-54	The outer dark beyond the seal of the universe is momentarily breached, and visions of this realm assault the mind. All creatures within sight of the Pentachoron take 6d12 psychic damage and are stunned until they make a successful Wisdom saving throw (DC 16).
55-63	You are able to see the web of choices and probabilities stretching into the future, allowing you to witness one future event related to the subject of your interest. The future you witness is the most probable future that may come to pass but is not an absolute certainty.
64-72	The Pentachoron reaches into the future and pulls everyone within its vicinity along with it. Roll a d100. You and everything within a 100-ft radius are transported that many years into the future.
73-81	Your Intelligence score is reduced by 1d4 + 1 (to a minimum score of 1).
82-90	Your Intelligence score is increased by 1d4 (to a maximum of 24)
91-100	Your choice.

Ruination, Mask of Dust and Bones

Wondrous item, artifact (requires attunement)

One of the **Four Armaments of Hell.** This mask of primeval bone depicts a visage as passionless and empty as the master who dons it, Ahriman, the titleless lord of the dead and one of the four lords of hell. The mask shares its master's designs to reduce the galaxy to a cold and dead realm only inhabited by the undead. Whoever wears this mask must contend with its force of will that attempts to bend them towards its goals.

Carved from the skeletal remains of some long-dead and forgotten god, Ruination is an object bereft of ornamentation or conceit. Devoid of any design or flaw, the eyes of those who look upon it are inevitably drawn to the empty black holes that serve as eyes to its wearer. These sockets remain as empty voids even when worn by creatures with eyes. The mask can magically change in size to better conform to the size of its user.

Any creature besides Ahriman that tries to attune to the mask must make a Charisma saving throw (DC 17). On a failed save, the creature is completely dominated by the artifact for 24 hours and will do its bidding. After 24 hours, the creature may make the same saving throw, and again 24 hours after that. If the creature fails all 3 saving throws, it is transformed permanently into a ***Dragul*** that hungers to bring Ahriman's ambitions to fruition. A creature that succeeds on any of these saving throws is immune to the artifact's domination until they unattune the artifact.

This domination can be broken if the artifact is separated from its wearer by more than 100 feet.

The wearer that is attuned to this artifact has truesight and no longer needs air, food, water, or sleep to survive.

Random Properties. Ruination, Mask of Dust and Bones, has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

The detrimental properties of the Ruination are suppressed while it is attuned to Ahriman themself.

Conjure the Dead. While you are wearing the mask, you can use an action to conjure shadows and spectres, calling forth as many of them as you can divide 400 hit points among, each undead having average hit points. The undead magically form in unoccupied spaces within 300 feet of you and obey your commands until they are destroyed, or after 24 hours, evaporate into nothing. Once you use this property of the mask, you can't use it again until you take a long rest.

Necrotic Immunity. While wearing this mask, you are immune to all necrotic damage.

Spells. The mask has 10 charges. While wearing it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18): *vampiric touch* (1 charge), *speak with dead* (1 charge), *insect plague* (2 charges), *disintegrate* (3 charges), *finger of death* (4 charges) and *power word kill* (5 charges). The mask regains 1d6 + 4 expended charges daily at dawn. If you are in a location where dawn does not occur, the mask instead recharges at the time dawn would occur on the last planet you visited.

Sentience. The mask is a sentient, neutral evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and truevision out to a range of 120 feet.

The mask communicates telepathically with its wearer and can speak, read, and understand all languages.

Personality. The mask's purpose is to bring about Ahriman's desire to bring about the end of all life in the universe. The weapon is emotionless and completely lacking in empathy.

The Star Lance

Weapon (heavy auto-cannon/lance), artifact (requires attunement)

This weapon houses the heart of a dying star. The star lance incinerates its targets in pure starlight.

This weapon functions both as a lance and a heavy auto-cannon and grants a +2 bonus to attack and damage rolls made with this magic weapon.

Starblaze. You can use a bonus action to speak this weapon's command word, causing it to erupt in starlight. When active, the Star Lance, sheds bright light in a 40-foot radius and dim light for an additional 40 feet. While the weapon is lit, it deals an extra 2d6 plasma damage to any target it hits. The light lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Random Properties. The sword has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

Starlight Stride. As a bonus action, you can become starlight and move at the speed of light up to 30 feet to an unoccupied space you can see. Once you use this ability, you cannot do so again until you take a short rest.

Tyrving, Blade of Kazanar

Weapon (greatsword), artifact (requires attunement)

A great blade of fiery magma fitted on an obsidian hilt, Tyrving's aura of heat can melt steel. Tyrving contains a spark of Kazanar, an ancient primordial of fire and earth.

Mantle's Blade. This greatsword grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using this greatsword, the target takes an extra 2d8 fire damage. Tyrving also functions as a **Belt of Fire Giant Strength.**

Aura of Heat. While wielding this weapon, you are immune to fire and cold damage.

Random Properties. Tyrving, Blade of Kazanar has the following random properties:
2 minor beneficial properties
2 minor detrimental properties

Spells. The greatsword has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 18): *flaming sphere* (1 charge), *wall of fire* (2 charges), and *conjure elemental* (fire only) (4 charges). The greatsword regains 1d4+3 expended charges daily at dawn. If you are in a location where dawn does not occur, the weapon instead recharges at the time dawn would occur on the last planet you visited.

CHAPTER 6:
STARSHIPS AND SPACE TRAVEL

The galaxy is vast. And, even though it is fully quantifiable in its vastness at a monumental 550,000 light-years across, this calculable number fails to communicate the sheer immensity of it all. The galaxy is host to over 10 trillion stars across an area of time and space that is difficult to comprehend. The galactic powers claim dominion over great swathes of this galaxy, posturing and pretending they control their territories in detailed actuality rather than in general theory.

But the truth is that the great and mighty nations of Draken Star are not vast light-year-spanning bodies with hard-defined borders, despite what most galactic maps might imply. Instead they are each a series of small islands stretched across a star strewn sea — tiny archipelagos tenuously connected across tens of thousands of light-years by humanoid ambition, ingenuity, and willpower—tiny points of light shining in the infinite darkness.

As most starseekers know, the reality is that most of the galaxy is an unexplored, untamed expanse. A bottomless depth rife with danger, fraught with the unknown, and rich in opportunity and adventure. With starships great and small, explorers, treasure hunters, aether pirates, traders, and travelers alike traverse the stars, sailing the seas between the isles of civilization.

This chapter aims to supply players and GMs with an overview of the major locations of the galaxy as well as the rules for starships, space travel, and starship combat.

MAJOR LOCATIONS OF THE GALAXY

This section details fifteen major locations of the galaxy. This includes the capital worlds of all eight galactic powers as well as some other major points of interest. There are countless worlds in the galaxy of Draken Star, and your adventure might take place on any number of worlds not on this list. However, these fifteen locations are the primary movers and shakers of the galaxy. They are responsible for significant political, economic, cultural, and military influence across the galaxy.

ASTRONOMICAL BODY TRAITS

Each location in this section has seven listed Astronomical Body Traits. Below is a glossary to better understand the terminology used in this section.

CLASSIFICATION. The classification of a planet or other celestial body is determined by its body type or the location it resides on.. For example, Arvandor is a rocky earth-like planet, so its classification is terrestrial. A planet composed primarily of gasses would be classified as a gas giant or ice giant, depending on its temperature and makeup. Other classifications are asteroid, rogue planet, comet, moon, artificial satellite, and artificial structure.

SUN TYPE. Most major locations can be found in orbit around a star. The location's sun type is the classification of the star's properties. This book, for the most part, uses the Hertzsprung–Russell diagram, which uses a star's luminosity to categorize it.

SIZE. This determines the rough size of the planet. The measuring unit for a planet's size in Draken Star is represented by the **prime unit**. A single prime unit is the mass of the original prime planet from which all life migrated during the Prime Event. For GMs, a prime unit is roughly equivalent to the mass of the Earth.

GRAVITY. This determines the strength of gravity a location exhibits. This book uses the **G unit** for gravitational strength. 1g is roughly equivalent to the gravitational strength of a 1-prime-sized planet.

ORBITAL DISTANCE. This is the median distance at which the location orbits its star. The standard unit of measurement for distances within a single star system is the **galactic unit (GU),** which is exactly 100,000,000 miles in length.

ORBITAL PERIOD. This is the amount of time it takes for a location to orbit its sun once. It is measured in either **prime years (PY)** or **prime days (PD)**. A prime year is conveniently equivalent to 365 days, and a prime day is equivalent to 24 hours.

ROTATIONAL PERIOD. This is the amount of time it takes a major location or the object where it is located to complete one full rotation.. This is measured in either hours or prime days.

ARCADIA

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: Binary Star System: G-Type Main Sequence Yellow Star and M-Type Red Dwarf Star
SIZE: 1.5 primes
GRAVITY: 1.3G
ORBITAL DISTANCE: 0.69 GU (64,170,000 miles) from M-Type; 1.8 GU (167,400,000 miles) from G-Type
ORBITAL PERIOD: 203 days around M-Type; 2.1 PY (788 days) around G-Type
ROTATIONAL PERIOD: 32 hours

The capital of Sanctuary Arcadia was once a desert planet devoid of all but the most extreme examples of life. But with the advent of the First Exodus from the Holy Elven Empire, a contingent of refugee elves, firbolg, humans, and gnomes arrived on this inhospitable planet and endeavored to make it their new home. Now, nearly 500 years later, Arcadia has been transformed through druidic magic and elven technology into a veritable paradise on over 50% of the planet's surface. Thick green forests inhabited by a cornucopia of flora and fauna are maintained by planetary cooling stations that form a network of climate regulation across the planet. This, alongside the underground water systems discovered beneath Arcadia's surface, has begun the meteorological wonder of permanent terraformation.

Of course, 50% of the planet's surface remains the endless expanse of windswept dunes it has been for hundreds of thousands of years. This is due not to the inability of Arcadian society to change this fact, but by the providence that Arcadian society holds for the nature that is native to the planet. The majestic hinouma, or fire stallion, blazing through the dunes in the light of the setting suns, and the stone lizards lounging beneath the sand only to emerge in the night to forage for hidden water roots remain protected in the **Sandsea** that surrounds Arcadia's more temperate lands.

The principal city of **Haven** remains the center of the planet's population. Here, the open trade bazaars endlessly bustle with merchants and buyers from all over the galaxy. Though Arcadia may be the newest of the Galactic Powers, it has flourished through its policies of forming strong diplomatic ties with all other nations, save for the Imperial Dominion, and through its open borders to all who would come to its territory in search of a new life. Major locations within the city include the druidic monastery of the **Sun Gardens**, the blademaster's school of **Anthem,** and the legendary tavern **The Dusty Dunes,** a cantina renowned for its incredible food, drink, and rich history dating back to the city's founding.

ACHERON

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: S-Type Red Giant Star
SIZE: 1.5 primes
GRAVITY: 1.5G
ORBITAL DISTANCE: 7.1 GU (660,300,000 miles)
ORBITAL PERIOD: 25.1 PY (9161 days)
ROTATIONAL PERIOD: 12.1 hours

The capital of the Goblinoid Republic, Acheron, is an ecumenopolis of intimidating, black design. **Stygian Iron,** a black metal alloy composed of chromium, cobalt, nickel, and, as rumor would have it, umbrium, is the signature material of goblin society. It plates every building, every vehicle and starship, and even most weapons on the planet. Some say this is a direct response to the coveted secret of the Cyber Federation's adamantine production, but stygian iron is, in many ways, the more illustrious metal's equal. Showing extreme resilience to the highest of temperatures and pressures, stygian iron-clad weapons and starships are notorious for their strength and resilience.

The planet-wide city itself is a hive of efficiency. Though quite dystopian in immediate appearance, Acheron's level of technological capability is second to none and the people are granted access to the many luxuries and quality of life improvements that entails. Free and fast technological and magical public transport, post-scarcity food production, and advanced AI-managed housing units for all citizens, to name a few. This utopian lifestyle is juxtaposed against the much less utopian policy of involuntary military conscription for all citizens who reach legal adulthood. To call Acheron society militaristic is to understate the situation. The entirety of goblin society is either a direct rung of the military hierarchy or a branching offshoot. Nationalism is so heavily ingrained in the goblinoids of the republic that most never even dream of retiring from their active duty.

The Black Bastion is the center of Acheron politics and is the supreme military fortress on the planet. Here, the Warlord of Acheron, along with their Council of Nine, commands the entire governmental and military structure of the nation. Orbiting the planet is a cube-shaped structure the size of a small moon known as the **Thuldanin Cube.** The cube is both a military fortress housing Acheron's grandest starfleet as well as a massive weapons and military tech foundry and laboratory. Many of the galaxy's most powerful weapons are concocted in the bowels of the Thuldanin Cube.

ARDOR

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: A7-Type Main Sequence Blue-White Star
SIZE: 1.1 primes
GRAVITY: 1.1G
ORBITAL DISTANCE: 5 GU (465,000,000 miles)
ORBITAL PERIOD: 7 PY (2,555 days)
ROTATIONAL PERIOD: 25.1 hours

The golden, terrestrial planet of Ardor, found in a neutral territory between the Union of Free Star Systems (UFSS) and the territory controlled by the Dominion Armada, is the seat of power of the Nova Aurelian Corp. This paramilitary religious order is devoted to the divine precept of virtue. As such, the Nova Aurelian Corp sees themselves as arbiters of justice and protectors of those in need. The **Paladins of Ardor** roam the galaxy in search of those in need of their services, offering help to the needy, protection from lawbreakers and tyrants, and serving as dispensers of justice to those who seek them out for judgment. Generally, those in service of the corp are seen as morally just, if somewhat of a nuisance, but there are many who see them as dangerous, headstrong zealots enforcing their religious doctrine on others. Regardless, all paladin activity is closely tracked and directed from the **Citadel of Abiding Honor,** the capital of Ardor and headquarters of the Nova Aurelian Corp.

The planet is dominated by a lush and verdant landscape of temperate valleys and high snow-capped mountain peaks. The planet is abundant in forests, lakes, rivers, and open fields. The natural flora that grows here tends toward leaves the color of amber and saffron, and the trees all have bark of a golden hue. Nestled amongst the plenteous peaks of Ardor's high mountains are the cities of Ardor. These domed cities are laid out in perfect geometric shapes with roads that run in perfect straight lines amongst buildings of gold chrome. The city of Abiding Honor is a perfect dodecagon, its skyline dominated by the **Aurelian Tower** and surrounding fortress at its center.

Down in the valleys and forests below the mountaintops, a lush planet lives in harmony with the cities above. Over the millennia, eidolons have appeared in these natural places. These powerful spirits tend to coalesce near the ruins of ancient and forgotten civilizations and seem to represent facets of the divine precept of virtue. These eidolons of valor, life, and peace, though somewhat alien in their behavior, seem to primarily focus on maintaining the balance between the cities above and the natural life of the planet as well as protecting the planet from any and all invading forces. It is common for the paladins of the Nova Aurelian Corp to take pilgrimages into the wilderness of Ardor to receive the blessings of these eidolons.

ARVANDAR

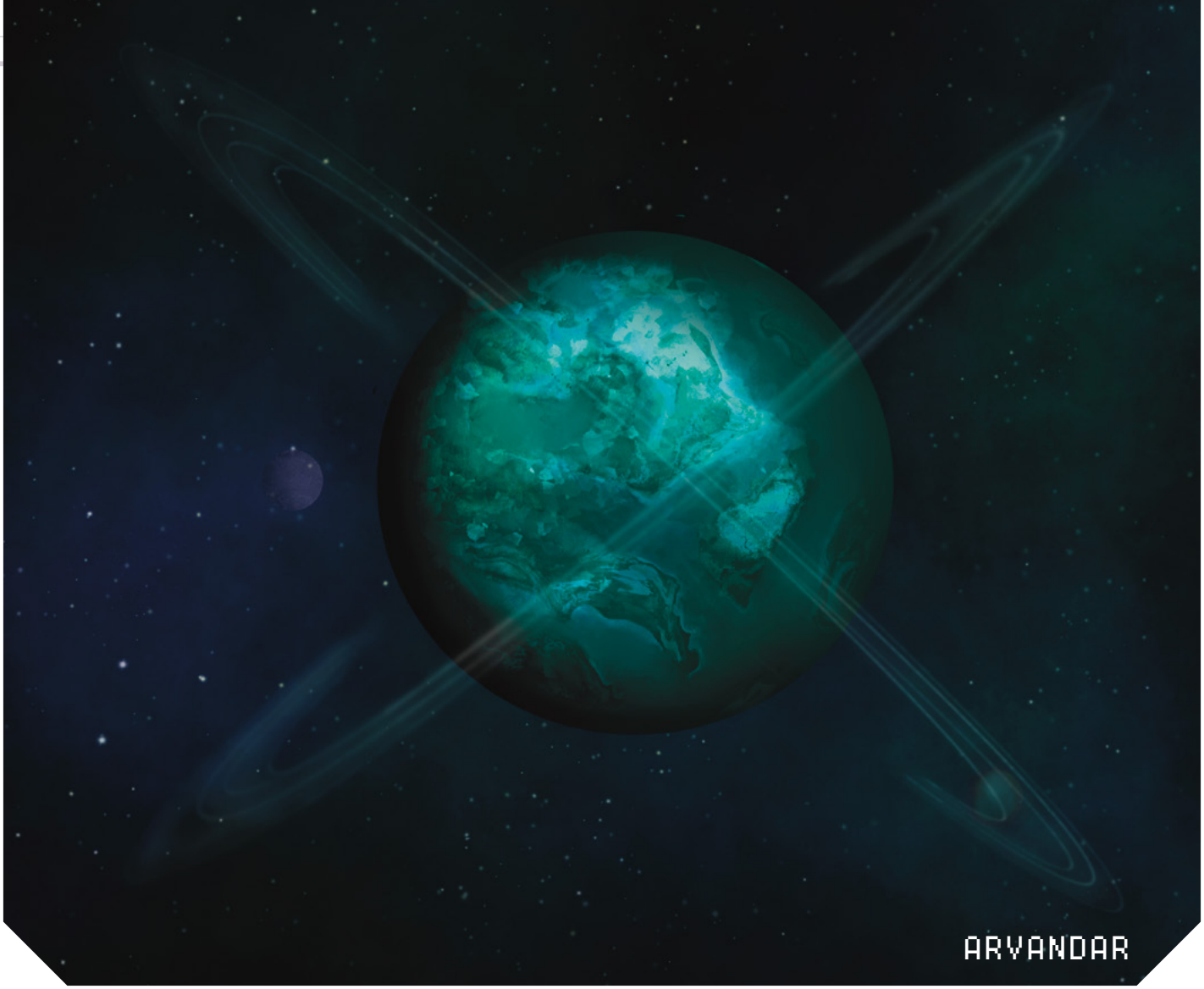
ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: A-Type Main Sequence Blue Star
DIAMETER: 10,270 miles
SIZE: 1.2 primes
GRAVITY: 1.2G
ORBITAL DISTANCE: 4.8 GU (446,400,000 miles)
ORBITAL PERIOD: 10.5 PY (3800 days)
ROTATIONAL PERIOD: 28.1 hours

The capital of the Imperial Elven Dominion and home to more than 7 billion imperial citizens, Arvandar is a world of ancient wonders and recent upheaval. The great seldarine trees, taller than skyscrapers with their white bark and blue-green foliage, dominate the view of any craft that makes planetfall. The boughs of these trees intersect in a great network that spans much of the planet, giving newcomers the impression that Arvandar is a sparsely populated verdant wildland. But nestled among the base and upon the boughs of these great trees are the magnificent elven cities. A combination of magical, natural, and technological wonder, both the buildings and starships of the elven dominion are seemingly grown from the same material as the seldarine trees, a secret only known to the elves of Draken Star.

Above the forested cities of Arvandar, the skyline is ever alight. By day, the planet enjoys the soft blue light of a distant blue giant sun. By night, the twin perpendicular rings of the planet each bisect a portion of the heavens while reflecting the light of Arvandar's two moons, the ocean moon Aquallor and ice moon Mithrandir.

Arvandar is the center of imperial elf society. Home to its most ancient and historic of landmarks such as **Holy Eternal Palace**, a monolithic crystal, former seat of the God Emperor Solastaran and current seat of power of the seven Exemplars, the **Grove of Ancients**, a sacred wood made up of the oldest and largest of seldarine trees, the **Imperial Palladium**, the highest of elven academies renowned for producing many of the galaxy's greatest arcanists, and **Corelle**, the capital city of Arvandar, a metropolis of crystal and seldarine structures famous for its arts, magic, natural splendors.



ELYSIUM

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: K-Type Main Sequence Orange Dwarf Star
SIZE: 1.8 primes
GRAVITY: 1.3G
ORBITAL DISTANCE: 0.7 GU (65,100,000 miles)
ORBITAL PERIOD: 280 days
ROTATIONAL PERIOD: 22 hours

After the end of the Great Sol-Novian War and the Aetherium Cataract, a **Second Exodus** from the former Holy Eleven Empire occurred. Though many elven and firbolg citizens of the former empire would find their way to the Sanctuary Arcadia, a large contingent of firbolg sought to reconnect with their ancient ways of wood, water, and stone. Guided by the Galactic Spirit or She of Splendor and Grace, these firbolgs found their way to a vibrant and lush but otherwise unsettled planet in the outer rim of the galaxy. Elysium became its name, and it became a home for all who wished to hear and learn the songs of nature.

Known for its extremely mild climate with very little difference between seasons, Elysium is a planet of rolling meadows and verdant woodland. The wildlife here flourishes like few other places in the galaxy due to the influence of the Galactic Spirit and the songs of the firbolgs. It is said that the colors and sounds of nature are vibrant beyond comparison here. As such, Elysium has come to be a spiritual or religious destination for monks, druids, and other pilgrims in the search for communion with nature, the Galactic Spirit and their own inner self.

The firbolgs here have thrived and multiplied. Their temples and conclaves dot the land, intermingled with the wilderness around them. Though the firbolgs of Elysium wield powerful druidic magic to help protect their home from would-be invaders, they have little to fear as they have formed a strong diplomatic tie to their siblings of Sanctuary Arcadia with which they have much bordering territory.

Ioun

ASTRONOMICAL BODY TRAITS

Classification: Ice Giant Planet
Sun Type: LBV Hypergiant Star (Blue)
Size: 19.2 primes
Gravity: 1.2G
Orbital Distance: 128 GU (11,904,000,000 miles)
Orbital Period: 500 PY
Rotational Period: 16 hours

The planet Ioun is a colossal cerulean orb of helium and hydrogen. This planet houses no organic life but is known to be the home of countless elementals and minor primordials, primarily of the air, water, ice, and mist variety. High above the lower atmosphere of the ice giant is the floating metropolis of the same name, **Ioun the City of Erudition**. This hexagonally-shaped metropolitan center is an educational institution, religious institution, and urban center all in one. Ruled by the religious order known as the **Sophist Court,** which is dedicated to the divine precept of Law, Ioun is a center for the study of law, economics, politics, and history. Many of the galaxy's biggest and brightest political minds study here, and the city's reputation for extremely strict adherence to law and order is known far and wide.

The city itself is divided into hexagonally shaped districts, each dedicated to a different field of study. The most notorious of these districts is run by the **Magisterium**, a sect of the Sophist Court dedicated to the enforcement of law and order. This sect commands and makes up the city's defenses as well as the executive body of government within the city itself.

At the city's center is the **Temple of the Mind;** here, the legislative body of the city debates upon and issues laws that apply not only to the city itself but to the entire religious order across the galaxy. It is headed by a congress of fourteen individuals, each representing one of the city's hexagonal districts and the religious sect that governs it. Of these fourteen congress members, one is voted to serve as the head of state, known as the **High Prodigy.** The High Prodigy is the final arbiter of any and all laws that pass through lounian congress.

Khthonios

ASTRONOMICAL BODY TRAITS

Classification: Terrestrial Moon; Satellite of Khython-5 (Gas Giant)
Sun Type: Green Planetary Nebula
Size: 0.7 primes
Gravity: 0.6G
Orbital Distance: 10.5 GU (976,500,000 miles) from Star; 621,371 miles from Kython-5
Orbital Period: 30 PY around Star; 10 days around Kython-5
Rotational Period: 3 days

The capital of the Chthonian Concord, Khthonios, has been completely isolated from all non-chthonic peoples of the galaxy for most of galactic history. And even now, with all embargoes lifted and new peace treaties written and signed between the Concord and most other Galactic Powers, outsider travel to this strange moon near the heart of the galaxy remains sparse. This is hardly unexpected, though; chthonian territory is notoriously difficult to traverse as its proximity to the galaxy's center has left it riddled with stellar-mass black holes and other strange celestial phenomena. Furthermore, Khthonios itself is not entirely unhostile to most forms of life. The moon has no atmosphere, and no natural flora or fauna exists on the black moon. At a glance, the place seems entirely uninhabited, but this is far from the truth.

Most of the moon is covered in a semi-organic mass plated in black umbrium metal. This mass, the Anthozoa, serves as the cover of the chthonic cities within it. The Anthozoa survives on the radiation emitted by the star system's sun, which is a green planetary nebula. With this energy, it creates an interior oxygen-based atmosphere as well as a temperate climate capable of supporting chthonian society. The buildings within the Anthozoa are partially grown and partially built by the chthonians using their psionic powers to interact with the organic matter of the Anthozoa. All across the moon, lights can be seen through thick-plated windows of buildings that reach the outer plate of the Anthozoa. Looking out these windows reveals a dreadful landscape of a black moon lit by an eerie emerald-green sky.

Major locations of Khthonios include the **Mycoganglia Fields**, where chthonians cultivate a specialized psionic fungus within bio-pools of the Anthozoa. This fungus is harvested as a major food source for the chthonians, who require psionic energy to sustain themselves. Deep below the surface of the moon is a massive underground ocean of water known as the **Abyssal Depths.** Here in this subterranean ocean are grown the megalosquids, colossal cephalopods that are the base organisms used to grow and craft the nautiloid chthonians starships. Finally, the most populous location for outside travelers is the trade center known as **Celephais.** Celephais is a city center built—or grown— in the moon's largest mining shaft. Deep below this location, a massive amount of umbrium ore is mined and then brought to the surface where it is psionically worked into the famed metal alloy. Many traders brave the voyage to the chthonian capital to trade for umbrium goods here as chthonians remain the only species in the galaxy capable of manipulating the ore and the alloy in any meaningful way.

MECHANIX

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: K-Type Main Sequence Orange Dwarf Star
SIZE: 1 prime
DIAMETER: 8,619 miles
GRAVITY: .9G
ORBITAL DISTANCE: 0.5 GU (45,750,000 miles)
ORBITAL PERIOD: 255 days
ROTATIONAL PERIOD: 32.2 hours

The capital of the Cyber Federation and home to 12 billion, Mechix is more than a mere planet-spanning city. The planet itself is a city, and in some respects, it is the single largest city in the galaxy. Long ago, the dwarves of Mechanix mined and extracted every ore and resource from the planet. Every mountain collapsed, every ocean drained, and every fossil fuel was tapped. And in their place, they constructed a technological marvel. A metropolis that completely covers the planet's surface and extends deep into the planet's mantle.

The planet lost the ability to support wildlife or produce a breathable atmosphere countless millennia ago and is kept habitable by enormous oxygen factories and climate conditioning centers. Even the planet's plate tectonics and core have been utilized in the pursuit of resource extraction and technological advancement. The planet's inner pressure is closely controlled by colossal structures throughout the planet's mantle, which can, in tandem, increase, decrease, or redirect that pressure. This has given the Cyber Federation the ability to forge adamantine *en masse* by redirecting pressurized hot magma directly from the planet's core to their **adamantine calfactors**.

Despite its somewhat hostile reputation, Mechanix is an extremely comfortable and hospitable place for those within the city's boundaries. A leader in technology, Mechanix is a place with easy access to even the most advanced innovations, including cybernetics, transportation, weaponry, and comfort and luxury. Here, the **Principle Lyceum** produces the most brilliant and inventive minds in the galaxy, the **Regulus Network** transports citizens across the planet with optimal speed from any one location to another, and the cutting-edge starship and weapon design is developed in the **Duodecoton District**.

NEO-ARKOSIA

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: F-Type Yellow Supergiant
SIZE: .9 primes
DIAMETER: 7,782 mi
GRAVITY: 0.8G
ORBITAL DISTANCE: 9.7 GU (902,100,000 miles)
ORBITAL PERIOD: 20 PY (7050 days)
ROTATIONAL PERIOD: 26.5 hours

The capital of the Draconic Star Sovereignty, Neo-Arkosia, is an ecumenopolis home to over 18 billion people. The draconic capital is the site where the 5 ancient dragon clans long ago united into one nation, establishing a peace between dragonkind that has lasted through ages. Named for the fabled dragon paradise told of since time immemorial, Neo-Arkosia is a planet-wide city of chrome and aetherium broken up by wide ranges of golden fields and lush green temperate zones. Here, kobolds and dragonborn bustle through the never-sleeping streets while great pulsar and stellar dragons soar through the open skies.

One unique marker of Arkosian architecture is its constant consideration and accommodation for dragon citizenship. Skyscrapers are adorned with great landing platforms designed for dragons of colossal size. These platforms give Arkosian buildings a similarity to giant trees, albeit trees of chrome and gold. Indeed, most Arkosian plazas have vast open spaces and lifted platforms for dragons to leisurely rest and sightsee while in their draconic forms. There are few sights in the galaxy as wondrous as a gathering of stellar dragons in the **Iomandran Court,** a magnificent plaza filled with fountains and verdant vistas despite its cosmopolitan location, unfurling their wings of pure light and joining together in songs of serenity and sorrow.

High above the city-wide planet, in low orbit, flies a towering colossal structure, the **Chronepsis Zero**, atop which rests the golden city of **Triumvirate**. This flying structure serves three major functions. First, it is the seat of power for the Nova Crown, the ruling monarchy of the Draconic Star Sovereignty. Second, Triumvirate is home to a majority of the ruling class of dragon aristocracy, including the Assembly of Eldar, and is a major economic focus of both the planet and the Galactic Power as a whole. Third, the Chronepsis Zero is the DSS's singular most powerful and well-armed military fortress charged with the planet's full defense and capable of interstellar travel in times of extreme need.

OUTLAW'S HORIZON

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Asteroid
SUN TYPE: M-Type Main Sequence Red Dwarf Star
SIZE: 450 miles in diameter (less than 0.1 primes)
GRAVITY: .01G
ORBITAL DISTANCE: 3.3 GU (306,900,000 miles)
ORBITAL PERIOD: 3.4 PY (1,241 days)
ROTATIONAL PERIOD: N/A

The city of Viananaelius, commonly known as Outlaw's Horizon, is a domed metropolis the size of a small country located on an asteroid within but not under the jurisdiction of the Draconic Star Sovereignty. Home to approximately 50 million inhabitants, this disk-shaped megapolis is divided into eight districts, earning it the nickname **"The Eight Part City."** Each district is, in many ways, a city unto itself with its own laws, elected government, and district budget. However, the chief seat of governance or central government is in a ninth district called Central. Located, fittingly, at the city's center— here, an aristocratic caste of dragonborn known as **The Marquises** appoint officials to stations of power.

Originally a rich mithril mine that caused a mass exodus of DSS citizens seeking to strike it rich, Outlaw's Horizon is now a bustling metropolis with completely self-sustained water, agriculture, and oxygen. It is known for its lavish casino resorts, luxurious tourist attractions, and less-than-desirable crime rates. It is widely regarded as the intergalactic tax haven and home to some of the most powerful organized crime syndicates in the galaxy.

Most key locations of Outlaws Horizon are attractive entertainment centers, such as the **Virus Bright** in District 4. A popular casino, this neon cathedral of opulence is a sea of brilliant slot machines, crowded card tables, grandly carved statues, glittering chandeliers, and exotic dancers. This establishment is owned and controlled by the mob boss Xaserbane Night and his infamous crime syndicate, the Dreadstars. Other locations include the **Natatorium Aurem** in District 1, a resort of unparalleled luxury usually reserved for the ultra-rich and powerful and known to provide pleasurable activities of all kinds, and the **Astral Amphitheatre** in District 7, a grand coliseum famous for hosting some of the greatest operas, artists, and games in galactic history.

STARWORM CITY

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Moon; Satellite of Nomog (Gas Giant)
SUN TYPE: K1- Type Red Giant Star
SIZE: 0.9 primes
GRAVITY: 1G
ORBITAL DISTANCE: 5.7 GU (530,100,000 miles) from star; 705,218 miles from Nomog
ORBITAL PERIOD: 12 PY around Star; 2.7 days around Nomog
ROTATIONAL PERIOD: Tidally Locked

At the edge of Goblinoid Republic territory is a star system that holds a moon known as Nomog-1. This moon is primarily an icy but habitable terrestrial globe. But in its northern hemisphere stretches a red desert wasteland that is both unnaturally hot and uncannily shaped in a geometrically perfect circle. At the center of the waste is a large crater that once held the carcass of a monstrous, centipedal beast. This undocumented creature was said to be five miles long, one mile wide, and 1000 feet tall. When originally discovered nearly 600 years ago, the Goblinoid Republic set up a scientific and military base at the location to research this scientific wonder, and, in time, it was discovered that the body of the creature could be mined for rare and unique resources.

Gradually, a goblin-controlled city grew over centuries of economic boom around the—now named—starworm. Now, long after the body of this monstrosity has been scavenged and picked clean, only the skeleton remains. But a bustling trade city continues to thrive within the crater beneath the starworm's bones. Starworm City is infamous as a land of lawlessness and opportunity. Here, the brothels are always open, any and all information can be bought by the credit, and sounds of battle from the **Viscera Pits** can be heard day and night.

SYLLOG

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: G-Type Main Sequence Yellow Star
SIZE: 1.3 primes
GRAVITY: 1.1G
ORBITAL DISTANCE: 1.1 GU (100,650,000 miles)
ORBITAL PERIOD: 1.2 PY (438 days)
ROTATIONAL PERIOD: 26 hours

One of the ten founding stellar powers of the Union of Free Star Systems, Syllog serves as the galactic power's agricultural and educational center. Syllog is a terrestrial planet dominated by its golden fields of wheat and maize swaying beneath the light of a yellow sun. Here, the food for trillions is produced daily as auto-hover tractors manned by android laborers harvest across the continents of the planet.

Breaking up the homogenous windswept seas of gold are the crystalline cities of Syllog. These utopian centers house 99% of the planet's populace (mostly human, halfling, and gnome). The grandest of these cities is known as **The Atheneum**, named for its prestigious university, which serves as the city's centerpoint. The Atheneum is a university intergalactically famed for its Scientific and Engineering departments. In its soaring spiral tower made of iridescent glass, the greatest minds of the Union formulate breakthroughs in bioengineering and astrochemistry and educate the next generation of brilliant scientists.

Already a relatively pacifistic people, after the events of the Great Sol-Novian War, the anti-violence culture of Syllog has only grown stronger. Outside of those with special licenses or military personnel, all weapons on Syllog are strictly prohibited. Incoming ships to the planet are filtered through colossal, floating stations called the **Volar Bastions** above the planet's atmosphere. All weapons and contraband are confiscated, registered, and held by Syllog Forces indefinitely or until deemed fit for return to the rightful owners upon departure from the planet.

SZULDAR

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: K-Type Orange Subgiant Star
SIZE: .9 primes
GRAVITY: .9G
ORBITAL DISTANCE: 1.6 GU (155,631,000 miles)
ORBITAL PERIOD: 2.1 PY (277 days)
ROTATIONAL PERIOD: 22 hours

One of the ten founding stellar powers of the Union of Free Star Systems, Szuldar serves as the Galactic Power's arcane and magical technology polestar. Host to two powerful Primals, Szuldar is a planet of volatile and unpredictable weather and terrain. Long ago, Kazanar, Primal of fire and earth, warred endlessly against his rival Valkaia, Primal of air and lightning. Szuldar was subjected to centuries of violent volcanic eruptions and destructive maelstroms as the two primals attempted to assert control over the coveted planet. An unlikely peace was established when refugees of intergalactic war arrived. These refugees brought the demigods tales of Galactic Dragons mightier than even themselves, carving out swathes of the galaxy in the name of their new draconic star sovereignty.

These tales brought warnings that Primals not brought to heel on draconic planets were instead extinguished by force. Wise enough to understand their predicament, Valkaia and Kazanar set aside their differences and joined forces to protect their homeworld. In exchange for their warnings, the Primals allowed these refugees asylum on Szuldar, providing them with access to powerful elemental riches and mastery over the planet's otherwise inhospitable climate. Now, the people who rule Szuldar are elemental-kin infused with the very elements themselves.

Szuldar is known for its production of powerful elemental-based magitech and weaponry. Including, most famously, its **Tempest Starfleet,** a powerful armada of military starships powered by primordial crystal shards allowing for incredible elemental firepower. The most populous location on the planet is the megacity of **Scoria.** Here, elemental forges produce rare and magical metallurgical wonders, and the streets are bustling with trade day and night.

SOVEREIGN

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: G-Type Yellow Subdwarf Star
SIZE: 1.3 primes
GRAVITY: 1.2G
ORBITAL DISTANCE: 0.5 GU (46,500,000 miles)
ORBITAL PERIOD: 180 days
ROTATIONAL PERIOD: 19 hours

One of the ten founding stellar powers of the Union of Free Star Systems, Sovereign serves as the galactic power's military and law enforcement focal point. Sovereign is an ecumenopolis controlled by the military theocracy of the Iron Legion. The Iron Legion is the largest organized religious order dedicated to the divine precept of dominance. The Lord Commandant of the Iron Legion is the commander-in-chief of the religious order and the planet itself.

Lawful and well-organized, Sovereign is a city of straight lines and 90-degree angles. The entire planet is regimented into a uniform grid system of highways, buildings, and fly zones. This has the strange effect of making it extremely difficult to lose your way on the planet while also making one's surroundings difficult to differentiate from any other location. There is a famous saying, "If you have seen one sector of Sovereign, you've seen them all." While this is, of course, hyperbolic it holds a certain amount of truth. The Iron Legion values efficiency and function over aesthetics or individualistic expression. Shops, banks, plazas, and even homes have a certain number of pre-determined layouts approved and sanctioned by Sovereign law. Everything has a place on Sovereign, and everything fits perfectly in its place.

The most notable locations on Sovereign are **Demesne Bastion**, the Iron Legion military fortress and capital; the **Grand Temple of Dominus Solarus,** a monolithic structure of ancient stone amidst an open sea; and the **Gladius Coronet**, a famed coliseum known for its individual combat tournaments and military games.

TUNARA

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Rogue Planet
SUN TYPE: N/A
SIZE: 0.8 primes
GRAVITY: 0.5G
ORBITAL DISTANCE: N/A
ORBITAL PERIOD: N/A
ROTATIONAL PERIOD: N/A

Deep in the heart of Dominion Armada territory, a rogue planet roams between the stars, hidden by the dark, endless abyss of space. Tunara is a place spoken about in legends, and most doubt its existence entirely. This is due to the fact that Tunara's exact location is known only by the guild leaders and upper admirals of the Dominion Armada. It is the secret capital of the Armada, where the majority of their military fleet is stationed. It is the only planet the starshipbound peoples of the Dominion Armada ever set foot on and also call their home. It is the Dominion Armada's secret base of operations and their sacred shelter. Outsiders are rarely welcomed here, and those who trespass here, whether by accident or purposefully, are executed on sight.

The planet itself is a barren, cold, rocky wasteland on its surface. If it ever had an atmosphere it lost that long ago when the planet wandered away from its original star. Tunara does have an extremely strong magnetosphere powered by highly active plate tectonics and a molten planetary core. And it is here, below its surface, powered by the heat of the planet's core, that a massive super city has been built. This city encircles most of the planet below its rocky surface and houses the myriad guilds and tribes of the Dominion Armada.

Riches, both plundered and traded for, make their way here. Technologies of the highest order from across the galaxy have been utilized in maintaining the super city. Anything and everything can be found for sale to those with access to the **Tunaran Bazaar.**

THE VOIDHARROW

Not all places in the galaxy can be accessed by traditional starship travel. Chief among them is the sub-dimension known as the Voidharrow. The Voidharrow lies in the space between stars, beyond the horizon of all black holes. It does not follow the rules of this reality; it is a fragment of a relic of a bygone era. Here, in this thin layer of reality that separates the galaxy from the void beyond, are the broken fragments of the former cosmos. Whole sections of space and time from the universe before the prime event are strewn across an endless inky void. In the Voidharrow one might find a crumbling, ruined city floating on a sea of black water while a shattered moon hovers above. Pockets of space can have alternate time flows, and material objects can seemingly defy the laws of physics.

But more so than not, the Voidharrow is defined not by what can be found there but what isn't found there. The empty void expands in all directions, promising to swallow whole not only objects but concepts and memories, breaking them apart into nothingness. Life does not last long in the Voidharrow. But things unalive yet sentient do wander the void. Their forms are often alien beyond description, and encountering such a creature can as easily threaten to shatter one's mind as threaten one's life. These eldritch beings are said to have become trapped here in the Voidharrow during the Prime Event when "Those-that-should-not-be" descended onto the cosmos from outside and nearly devoured the old reality. When the old gods combined their power to reform the cosmos into the galaxy known today and seal away the outer void, these eldritch beings came to dwell here in the Voidharrow.

NESSUS

There are very few reasons to visit the Voidharrow, but those that do often do so to find the legendary home of fiend-kind**.** Deep within the Voidharrow is a pocket dimension that houses a solar system of four celestial bodies that orbit a red star, the star system known as **Nessus.** Nessus, also known as Hell, is a star system ruled by entities known as fiends. Fiends are spiritual-organic beings tied to the ancient axiomatic forces of evil. There are currently four categories of fiends: Infernal, Daemonic, Eldritch, and Cimmerian. Each represents a different aspect of evil and populates a different planet of Nessus. Each is also ruled over by a powerful archfiend, of which there are four, known as the **Lords of Hell**.

Below are the details of the four planets of Nessus:

KAEBOROOS

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: M-Type Main Sequence Red Dwarf Star
SIZE: 0.7 primes
GRAVITY: .9G
ORBITAL DISTANCE: 0.06 GU (5,577,348 miles)
ORBITAL PERIOD: 144 hours (6 days)
ROTATIONAL PERIOD: 20 hours

The closest of the four fiend-ruled planets to the red star of Nessus, Kaebooros is a desert planet bathed in crimson light. Its landscape is a sea of red and orange sandy dunes against a dark black sky spotted by rocky spires and pillars made from a dark, crimson-red stone. It is primarily populated and ruled by the infernal fiends known as **devils**. The devils of Kaeboroos have an extremely well-organized and strictly hierarchical society. Souls of mortals are siphoned here via collection and contract and are put to work as the lowest caste of slaves on the planet. From these souls can be raised lower-level devils that constitute the majority of the devil population and the ranks of Kaebooros's military and labor force. Success, guile, and time served can raise a devil through the ranks to greater devil status. These are the military officers, political leaders, and wealthy business owners. Greater devils who rise to the highest of ranks can achieve unique forms. Often, these devils are amongst the elite of the ruling class. Finally, above all of devil-kind sits the Lord of Hell known as Archduke Ramazall.

Archduke Ramazall rules Kaeboroos from a fortified fortress at the planet's core known as **Ganazir the Raging Fire.** This black fortress, the size of a city, stands on an enormous flow of liquid hot magma within a cavern with constant lavafalls cascading from above. The terrain here is treacherous, and powerful earthquakes are frequent. Only those with direct business with Ramazall himself or his household are welcome here, and it is guarded by a legion of Ramazall's most powerful devils.

The most populous area of the planet is the dystopian metropolis, also named **Kaeboroos.** This city sits in the center of a great red desert known as the **Blood Plains.** It is built around a bubbling magma pit and is surrounded by 1000-foot-tall walls of dark metal. The air is dark with pollution from factories and smokestacks that rise from the city like mighty needles stabbing the sky. Lesser devils roam the streets that flash with seedy neon signs, and shadowy souls work as slaves on construction and in factories. Ruling this dark city is a powerful cambion by the name of Lord Saturos. Saturos, one of Ramazall's two notable sons, rules Kaeboroos from a palace of gothic opulence that sits in the center of the city on a pillar above the magma pit that boils thousands of feet below.

XERSOTOS

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: M-Type Main Sequence Red Dwarf Star
SIZE: 1.2 primes
GRAVITY: 1.3G
ORBITAL DISTANCE: 0.2 GU (18,591,161 miles)
ORBITAL PERIOD: 30 days
ROTATIONAL PERIOD: 30 hours

The second planet from the star of Nessus, Xersotos is a miserable, humid world of fetid swamps, poisonous bogs, and noxious marshes. The plenteous water found on Xersotos is extremely poisonous to mortals who dare drink it, as it is rife with chemical pollution produced by the industrial megacities found across the planet. Xersotos is ruled over by the eldritch fiends known as **Xerloths**, foul, alien entities with the instinctual urge to spread their foul corruption of all other biological life. Xerloths perform endless bio-experiments on all life they find with the intent to spread their influence and control via mutation, experimentation, and infection. As such, the cities of Xersotos are infamous for producing some of the galaxy's most horrific biological specimens, which they then inhabit with the souls of evil mortals collected through fiendish methodology. Thus the xerloths expand their population.

Ruling from his foul citadel, **Xerxes**, on the caustic river of **Gurath**, the Lord of Hell, Xaxuloth, oversees and directs xerloth society with an iron fist. The skies around Xerxes are a putrid yellow-green marred by black smoke rising from a majority of the city's buildings. The river's waters are a caustic acid that can eat through most metals and are inhabited by large amphibious monstrosities that lurk within the opaque polluted waters, waiting for any living creature that might enter their reach. Those who do fall into the grasp of these monsters almost never return from below the river's surface. Other notable locations on Xersotos are **The Endless Mire** and the **Trade City of Nthraxu.**

The Endless Mire is a fog-covered expanse of sinkholes and thick forested swamp bordered by an adamantine wall 500 feet high. The most foul and dangerous of biological creations manufactured by the xerloth are discarded here. Creatures so powerful and uncontrollable that even Xaxuloth fears their use, roam the endless mire, killing and devouring all they come across. Prisoners sentenced to death are released into the Mire. None have ever been known to survive, but it is said that a prisoner who ventures into the Mire and returns after ten days will be given back their freedom and a boon from Xaxuloth himself. This has yet to occur.

The Trade City of Nthraxu is the one location on the planet where mortals are allowed to venture freely, and portals between the city and locations in the galaxy proper are overseen by powerful fiends at all times. Here, smugglers, practitioners of the dark arts, and merchants of contraband and other unethical goods can trade for bio-chemical weapons, rare and deadly exo-fauna and exo-flora, and other unspeakable commodities traded by the xerloths.

SILOUROUS

ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: M-Type Main Sequence Red Dwarf Star
SIZE: 1.5 primes
GRAVITY: 1.2G
ORBITAL DISTANCE: 2.5 GU (232,389,517 miles)
ORBITAL PERIOD: 3.4 PY (600 days)
ROTATIONAL PERIOD: 144 hours (6 days)

This third planet from the star of Nessus is so distant from the red sun that its icy surface is only dimly lit byby the star's light. Silourous is a planet primarily made of frozen ice and reaches temperatures downwards of -50 to -100 degrees below freezing. Life is practically unsustainable due to the lack of oxygen and warmth, but the fiends that dwell here thrive. Beings of chaos and evil combined, the **Daemons** of Silourous are both malicious and violent in nature. They roam the icy blizzard-swept plains of the planet in teeming hordes, attacking and killing other hordes they encounter and soaking the white surface of Silourous with blood. This does not hinder the population growth of the fiends as much as one might think. Fiends slain in this way have their essence reabsorbed by the planet until it coalesces again into the lowest form of daemons called soulspawn, which rise again to join the teeming hordes of Silourous. As daemons survive the endless carnage, they gain power absorbed from their kills and take on more potent forms as they cross certain power thresholds.

There is only one city on Silourous, the **City of Soulfrost**, a blue-white citadel carved out of a colossal glacier. Soulfrost is ruled over by the Lord of Hell, Queen Ledyanaya, and her court of daemon nobles. While the frozen plains of Silourous may be a domain of chaos and carnage, within the walls of Soulfrost, Ledyanaya and her court keep the city orderly and thriving through force of will and raw power. Here, daemons and mortal souls alike are brought to heel to construct and maintain the glimmering city.

Outside the city is an enormous black lake the size of a small sea known as **Lake Sarnath.** The black waters of Sarnath never freeze, and its depths reach miles and miles below the surface. It is said that deep below the lake, an unnameable monstrosity has been sealed in dark ice since time immemorial. None save for Queen Ledyanaya herself have ever seen this creature. It is said that Ledyanaya communes with this elder evil regularly for purposes beyond the knowledge of all others.

INTERITUS

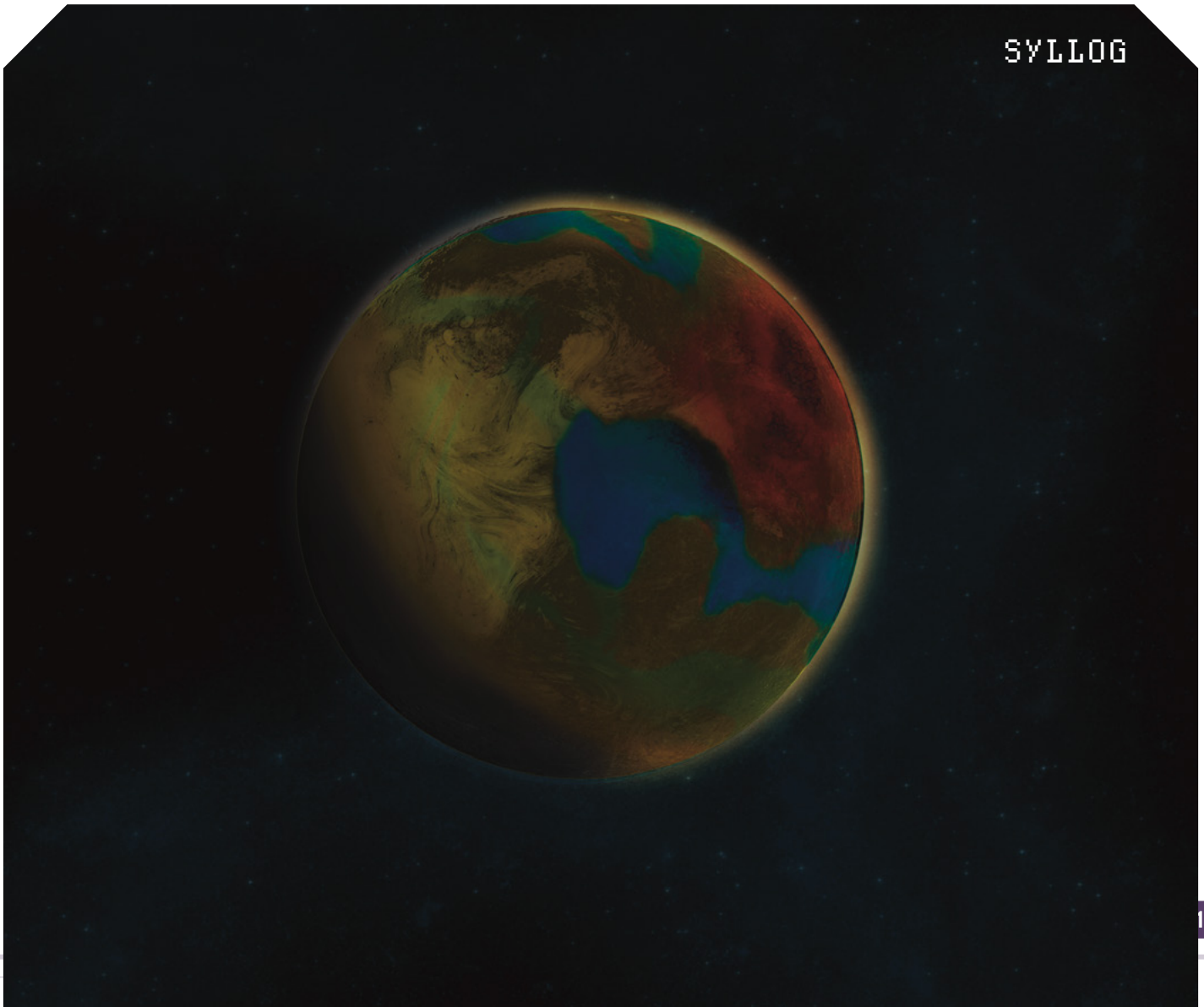
ASTRONOMICAL BODY TRAITS

CLASSIFICATION: Terrestrial Planet
SUN TYPE: M-Type Main Sequence Red Dwarf Star
SIZE: .5 primes
GRAVITY: .5G
ORBITAL DISTANCE: 15.5 GU (1,440,815,008 miles)
ORBITAL PERIOD: 27.4 PY (10,000 days)
ROTATIONAL PERIOD: 100 days

Interitus, also known as the Dead World, is the furthest planet from Nessus; as such, light hardly touches the dark planet. There is no atmosphere here and absolutely no life. The undead fiends known as **Cimmerians** rule here. Being entities composed of entropic death, their rule is quiet and dark. Little happens on Interitus, and the dead stir only when disturbed or are driven to act. Across the empty expanse of Interitus sleep the countless bones and spirits of the lifeless. Attracted to lifeforce and light, either will draw out both the corporeal and incorporeal undead seeking to snuff out that which disturbs their slumber. The spirits of mortals siphoned here are merely devoured by undead disturbed by the lifeforce of their souls. As cimmerians devour these souls, they grow in power and can take on greater and greater physical or metaphysical forms.

Ruling over this dead world is the Lord of Hell known as Ahriman. Ahriman is an enigmatic and mysterious figure whose visage has never been seen by any alive today. He rules from deep within the **Mausoleum Oblivion,** where the spirits of the dead endlessly toil and tend to the tombs of Ahriman's chosen. Entities so powerful in life that their undead spirits have taken on the forms of dagul, powerful winged undead with a myriad of powers, including the ability to suck out the lifeforce of any living creature in seconds.

It is said that deep below the mausoleum lies a vault guarded by the deadliest of traps and cimmerian fiends. Stories say that the vault holds the riches and magics of countless kings, lords, and emperors who lost their souls to Ahriman himself. This vault, real or fictitious, has come to be known as the **Vault of Golden Death.** None who have sought out its riches have ever returned.



STARSHIPS AND THE AETHER REACTOR

Space is big. Bigger than most can comfortably comprehend. Without modern starships and the invention of the **aether reactor** which can power faster-than-light travel, interstellar travel would be incredibly costly and agonizingly slow. Galactic powers would no longer have the means to govern such large territories, most cultures would become wholly isolated from each other, and modern commerce would be impossible. It is through the power of aetherium and the aether reactor that the galaxy, as it currently stands, endures and, indeed, flourishes.

AETHER REACTORS

Most starships are outfitted with an aether reactor. An aether reactor is an advanced apparatus attached to a starship's engine, usually on the ship's interior, powered by singular or multiple **aether cores**. Aether cores are essentially ingots of rich, refined aetherium ore embedded into a device called a core cylinder, which is compatible with and meant to be inserted into an aether reactor. The reactor then draws upon the divine energy of the aetherium in the core to power faster-than-light travel, either via **hyperdrive state** or **aether jump**.

A properly cared for aether reactor can run on the same aether cores indefinitely, at least in theory. Aetherium naturally replenishes its divine energy over time. That being said, aether cores, used too often for too long, risk "burning out." A burnt-out aether core is made permanently defunct and must be replaced in order for the aether reactor it was powering to function again.

STARSHIP CATEGORIES

Starships come in many sizes. For the sake of space travel, as well as ship capabilities, size matters. Generally speaking, ships are categorized into six different classes based on size. These classes are not all-encompassing and some ships may fall somewhere between categories depending on make, model, custom upgrades, and other factors. But, for the most part, a majority of starship's specifications and statistics will fall comfortably within these six categories.

S-CLASS (DREADNOUGHTS) (SIZE 6)

S-class starships, also known as dreadnoughts, are by far the biggest class of ships. Almost exclusively used as military warships, these colossal constructs are capable of unleashing a massive amount of firepower. They are so large they cannot make planetfall save for over the smallest celestial bodies. To do so would put the hull under too massive a strain to keep the ship from crushing under its own weight. Most S-class vessels are 1200 feet or greater in length as well as up to half as wide and half as tall. Dreadnoughts can have a crew size ranging from the low thousands to 30,000 individuals. S-class vessels have 3-4 aether reactors onboard, each housing 3 aether cores and attached to their own engine. Every Galactic nation relies on thousands of fully armed and operational dreadnoughts to exert their power and political pressure across the galaxy.

A-CLASS (GALLEONS) (SIZE 5)

Far more common than their larger S-class cousins, A-class starships are usually used as mass cargo ships and corporate merchant vessels but also fall into the heavy artillery tier of military vessels. Looking out onto the industrial starship harbor serving a majorly populated area will undoubtedly reveal a crowded cluster of A-class merchant and cargo vessels offloading hundreds of tons of goods while also loading hundreds of tons more. The average A-class vessel ranges between 800-1000 feet in length and roughly half as wide and tall, depending on ship design. Most A-class vessels can house a crew of up to 1000 individuals, with some able to carry double that. A-class vessels have 2-3 aether reactors onboard, each housing 3 aether cores and attached to their own engine.

B-CLASS (FRIGATES) (SIZE 4)

The larger of the two-long range starship classes and the most likely to be privately owned, B-Class vessels, also known as frigates, are the private merchant vessels, military battlecruisers, and independent guild class of vessels. Large enough to carry large loads of cargo or medium to heavy weaponry but also small enough to be operated efficiently by a small crew, B-class vessels are more versatile than S-class or A-class starships. Also, due to their smaller size and lighter weight, B-class vessels are often faster, more maneuverable, and cheaper to operate than larger classes. Your average B-class vessel ranges between 600-800 ft in length and roughly half as wide and tall, depending on ship design. Most B-class vessels can hold a crew of 100-300 individuals, but smaller B-class vessels can be operated efficiently by crews as small as 4-5. Most B-class vessels have 2 aether reactors onboard, each housing 2 aether cores and attached to their own engine.

C- CLASS (CORVETTES) (SIZE 3)

Even faster, more inexpensive to operate, and more maneuverable than B-class vessels, C-class vessels, also known as corvettes, are the most sought-after class of vessel by the public. Often depicted in stories and entertainment as the vessel of the space pirate, the rogue trader, and the daring starseeker, corvettes are the poster child of space adventure, and many starry-eyed folk of the galaxy dream of cutting across the stars in their own private C-class vessel. In truth, C-class vessels are the most commonly employed by pirates and starseekers but are also the preferred class for private long-range travel and small traders. Militaries utilize C-class starships as patrol vessels, scouts, and fast attack crafts. The average C-class vessel ranges between 400-600 feet in length and roughly half as wide and tall, depending on ship design. Most C-class vessels can house a crew of up to 80 individuals. C-class vessels have 1-2 aether reactors onboard, each housing 2 aether cores and attached to their own engine.

K- CLASS (CUTTERS) (SIZE 2)

K-class starships, also known as cutters, are the travel class of starships. Private intrastellar and intragalactic transporters, military scouts, and escort gunner ships are the roles most K-class vessels fill. Many private starseeker and mercenary companies, as well as start-up exploration crews, might start their enterprise in a K-class starship with crew sizes as small as 4 or 5 individuals. The average K-class vessel ranges between 200-400 feet in length and roughly half as wide and tall, depending on ship design. Most K-class vessels can house a crew of up to 20 individuals. K-class vessels usually only have 1 aether reactor onboard, each housing 1-2 aether cores and attached to the vessel's engine.

ZETA CLASS (SKIFFS) (SIZE 1)

The smallest class of starship, Zeta class vessels, also known as skiffs, often are only capable of local and interstellar travel. These are the solo-operated private ships and the military stargunners dispersed for mass battle by A-class and S-class warships. Zeta class vessels are also commonly utilized for reconnaissance and other activities where low-visibility and stealth may be needed. The average Zeta class vessel ranges between 100-200 feet in length and roughly half as wide and tall, depending on ship design. Most Zeta class vessels can only hold 1-4 individuals. Zeta class vessels only ever have 1 aether reactor onboard, housing 1 aether core attached to the vessel's engine. Zeta class ships are not required to have an aether reactor.

BUYING A STARSHIP

Starships are incredibly expensive. Their prices are dictated by their size category. Use the table below as a guide for determining the cost of starships.

SIZE CATEGORY	PRICE	SIZE CATEGORY	PRICE
1	10,000 credits	4	500,000 credits
2	50,000 credits	5	2,000,000 credits
3	100,000 credits	6	5,000,000 credits

OPERATING A STARSHIP

Starships are complex machines that require the focused attention of their entire crew to properly function. The minimum number of crew members needed for a ship to fully function is equal to its class size times 2.

When preparing to launch or otherwise operate a starship, one creature must be appointed as the **Designated Pilot.** The designated pilot of a starship is responsible for the direct movement of the starship and must make all saving throws associated with operating the starship's movement, such as the saving throw to regain control of the ship in a gravity fall or gravity well situation. In combat, the designated pilot is in control of the starship's movement, although it is encouraged that starship activity in combat be decided as a group.

As an action, a crew can swap the designated pilot title to another member of the crew that is also on the flight deck or in the cockpit of the ship.

TYPES OF SPACE TRAVEL

There are 3 categories of space travel.

INTRAGALACTIC TRAVEL (LONG RANGE). A starship uses its aether reactor(s) to jump light years between stars.

INTRASTELLAR TRAVEL (MEDIUM RANGE). A starship uses their aether reactor(s) to travel near light speed across a single star system. This travel is measured in galactic units (GU), which, for the sake of travel in Draken Star, can be approximated to 100,000,000 miles.

LOCAL TRAVEL (SHORT RANGE). A starship uses its propulsion engines to travel a short distance. Local travel is measured in miles, and almost always limited to a single planet and possibly its moons.. Local travel is almost always limited to a single planet and possibly its moons.

INTRAGALACTIC TRAVEL (LONG RANGE)

The ability to travel hundreds of light years in a single moment was not always a possibility. Long ago, in the forgotten epoch, long-range travel was extremely limited and almost impractically slow. But the invention of the aether reactor changed that and ushered in a new age of space exploration. Utilizing the divine energy within high-grade aetherium, an aether reactor, assisted by a starship's navigation system, is capable of creating a temporary wormhole between two points of space across immense distances. Once open, the starship enters the wormhole and exits the other side in a matter of seconds. This is known as an **Aether Jump.**

AETHER JUMP. As an action, a character within 5 feet of the control console of a starship can initiate an aether jump. The maximum distance that can be jumped to in a single aether jump is 1000 light years from the starship's current location. After making an aether jump, the aether reactor and starship engine must cool down for 1 hour before attempting another jump or risk damaging the aether cores. A starship that jumps multiple times without waiting through the cooldown period must roll on the Aether Core Stress Table below one time for every reactor on board for every additional jump made without waiting through the cooldown period.

A starship's aether reactor can only handle so much stress within a 24-hour period. As such, most ships are limited to 12 jumps per 24-hour period. Exceeding this number can cause damage to a ship's aether cores. A starship that does this must roll on the Aether Core Stress Table below one time for every reactor on board for every additional jump made above 12 in a 24-hour period.

AETHER CORE STRESS TABLE

D100	1ST VIOLATION	2ND VIOLATION	3RD VIOLATION AND BEYOND
1-30	Aether Core Burnout	Aether Core Burnout	Aether Core Burnout
31-60	Aether cores remain stable.	Aether Core Burnout	Aether Core Burnout
61-90	Aether cores remain stable.	Aether cores remain stable.	Aether Core Burnout
91-100	Aether cores remain stable.	Aether cores remain stable.	Aether cores remain stable.

AETHER CORE BURNOUT. When a single aether core in a reactor burns out, all other cores in the same reactor burn out. A burnt-out aether core is devoid of all energy and is not repairable or rechargeable. A starship with aether core burnout in any of its reactors loses all aether-powered travel capability until all burnt out aether cores are replaced.

REPLACING AN AETHER CORE. Replacing an aether core is a matter of credits and someone proficient in Intelligence (Engineering). The standard cost of aether cores is **1000 credits per core**.
It takes one hour for someone proficient in Intelligence (Engineering) to replace one aether core. A character not proficient must make an Engineering check at disadvantage (DC 12). On a success, the character successfully installs the new aether core after 1 hour of activity. On a fail, the new aether core burns out during the installation.

RISKS AND HAZARDS OF AETHER JUMPING. Initiating an aether jump into the interior of a star system's borders is dangerous. Because of this, most galactic governments prohibit aether jumping into any space within 100 GU of a star. Doing so risks collisions with interstellar objects such as planets, moons, asteroids, comets, and, most importantly, other starships. If a starship aether jumps into an area closer than 100 GU of a star system, it must roll on the Aether Jump Collision Table below.

AETHER JUMP COLLISION TABLE

D100	COLLISION TYPE
1-10	Gravity Fall
11-25	Large collision
26-50	Small collision
51-100	No collision

SMALL COLLISION. A small collision occurs when a starship crashes into an object roughly 25% of its own size and/or mass or less. When a starship suffers a small collision, it takes damage equal to half its maximum hit die total.

If the damage from collision causes the ship to lose all of its remaining hit points, the ship is inoperable and loses all functions.

LARGE COLLISION. When a starship crashes into an object roughly 50% of its own size and/or mass or more, this is a large collision. When a starship suffers a large collision, it takes damage equal to its hit die total.
If the damage from collision causes the ship to lose its remaining hit points, the ship is wrecked and loses all functions. Characters on board take damage equal to half their maximum hit die total and suffer any environmental effects of their surrounding environment (i.e., Vacuum exposure, extreme gravity, etc.) immediately.

GRAVITY FALL. When a starship loses control of its own flight due to a planet's or other large celestial object's gravity overpowering it, this is called gravity fall. This occurs most often when a ship aether jumps directly into a planet's atmosphere. When gravity fall occurs, the starship takes damage equal to half its maximum hit die total due to strain against its structural integrity. Furthermore, the starship enters freefall and must be course-corrected to prevent it from crashing to the planet's surface.

One character within 5 feet of the starship's control console may make an Intelligence saving throw DC equal to 12 + the ship's size category. A character with proficiency in space vehicles may add their proficiency mod to the roll. On a success, the character regains control of the ship's flight and navigation. On a failed saving throw, the ship crash lands onto the surface of the celestial body and takes damage equal to its maximum hit die total. Ships of size category 6 automatically fail this check.

Characters onboard the vessel also suffer the effects of the impact. If the starship retains hit points after impact, the characters on board take damage equal to half their maximum hit die total. If the starship loses all hit points during the impact, characters on board take damage equal to all their maximum hit die total and suffer any environmental effects of their surrounding environment (i.e., Vacuum exposure, extreme gravity, etc.) immediately.

INTRASTELLAR TRAVEL (MEDIUM RANGE)

Space is big. This includes the space occupied by a single star system. Most star systems, in fact, are so large that traveling at sub-light speeds is remarkably inefficient. Since aether jumping into the space within a star system's border is overly dangerous, a different form of travel must be utilized. An aether reactor, in tandem with a ship's engine, can reach near light speeds by initiating a hyperdrive state. To achieve a hyperdrive state, a starship's aether reactor generates a subspace field around the ship, enveloping it in a bubble that distorts the space-time in front of the vessel as well as behind it to propel the bubbled starship near the speed of light.

HYPERDRIVE LAUNCH. As an action, a character within 5 feet of the control console of a starship can initiate a hyperdrive launch. Doing so causes the ship's computer to begin plotting a course to a location within the ship's range (usually up to 50 GU) of the character's choice. Plotting a hyperdrive course takes approximately 10 minutes. Once plotted, the starship will launch into a hyperdrive state. While in a hyperdrive state, a ship's speed becomes 5 GUphr (galactic units per hour), which translates into roughly 500,000,000 miles per hour.

FUEL-POWERED HYPERDRIVE STATE. A starship can also power its hyperdrive state solely with its engines so long as the aether reactor it is attached to is still functioning, even if the aether cores are burnt out. Doing so is far more limited, as the rate at which fuel is burned limits a starship's range quite notably. The rate at which fuel is burned during a fuel-powered hyperdrive state is tonnage equal to a ship's size category per hour. For example, a Zeta class starship is a size category 1 vessel and would burn 1 ton of fuel per hour while in a fuel-powered hyperdrive state, while an A-class vessel is a size category 5 vessel and would burn 5 tons of fuel an hour while in a fuel-powered hyperdrive state.

LOCAL TRAVEL (SHORT RANGE)

All starships have engines capable of propelling them at sub-light speeds. Starship engines burn fuel to achieve this. Propulsion travel is used primarily for travel within and around a single planet or other celestial body and its satellites.

PROPULSION ENGINE. Outside of combat, in place of their own movement, a character within 5 feet of a starship's control console can initiate the starship's propulsion engines. This causes the starship to move its speed.

Characters with access to a ship's control console can take the Blast Off action if they meet the requirements to do so.

BLAST OFF (ACTION). As an action, a character within 5 feet of the control console of a starship can take the Blast Off action. This causes the starship to accelerate to an extremely high speed quickly. The ship moves double its base movement speed. Every round afterward, the starship's speed doubles until it reaches a speed of 200,000 feet (25,000 miles per hour) in space or 8000 feet (1,000 miles an hour) while in an atmosphere. This action must be repeated at the beginning of the round to maintain acceleration and top speed. While the Blast Off action is being used, it burns a substantial amount of fuel. Use the Fuel Burn table below to determine a starship's fuel burning rate.

STARSHIP FUEL BURN TABLE

SHIP SIZE CATEGORY	FUEL CAPACITY	FUEL BURN RATE
Size 1	1 ton	10 hours per ton
Size 2	10 tons	1 ton per hour
Size 3	50 tons	2 tons per hour
Size 4	100 tons	4 tons per hour
Size 5	500 tons	20 tons per hour
Size 6	1000 tons	50 tons per hour

REFUELING A STARSHIP

So long as a starship's aether cores and aether reactor are functional, a starship can indefinitely perform aether jumps and hyperdrive state initiations. But propulsion travel burns fuel, and fuel costs credits. Fuel rates are measured by the ton. The standard galactic fuel rate can fluctuate but is generally around **500 credits per ton**.

Refueling is usually done at a starship dock or refueling station but can also be transferred between starships.

NAVIGATING THROUGH OUTER SPACE

Most starships have an onboard computer and database, which includes an encyclopedia of the known and explored galaxy. This encyclopedia contains a comprehensive overview of the locations of all major and minor star systems and celestial bodies within charted space. The amount of information available varies from starship to starship and celestial body to celestial body. Still, basic things such as the location of a celestial body within charted space and its astronomical traits are usually available in the onboard encyclopedia. This information makes plotting an aether jump course or a hyperdrive course relatively easily done, at least within charted space.

MOVING THROUGH UNCHARTED SPACE. Uncharted space is areas of the galaxy that have been unexplored or rarely ventured into by any recorded source, and thus, there is little information on celestial bodies within the territory. When a starship is plotting a course through uncharted space, its speed is halved.

ONBOARD SENSOR SYSTEM

In addition to the onboard database, all starships are outfitted with onboard sensors: mechanical devices that can sense objects, light, temperature, radiation level, arcane and aether energy levels, and the like. These sensors have a range of up to 50 GU.

ACTIVATING THE SENSOR SYSTEM. As an action, while a starship is not in a hyperdrive state or mid-aether jump, a creature within 5 feet of the control console of a starship or navigation control CPU can use the onboard sensors to detect objects within 50 GU of the ship. So long as there are no impeding circumstances, the information gained by such a detection should include a number of objects within range, their size, velocity and direction, energy readings, and, in the case of planets, atmospheric composition.

The amount of time it takes for a starship's sensor system to detect an object is dependent on the object's distance from the ship. Information on all detectable objects within 1 million miles of the starship takes 1 round of combat or 6 seconds to reach the starship. Information on all detectable objects between 1 million miles and 1 GU (100 million miles) of the starship takes 10 minutes to reach the starship. All information on detectable objects between 1 GU to 50 GU takes 8 hours to reach the starship.

SYLLOG
DRACONIC STAR SOVEREIGNTY
SZULDAR
DOMINION ARMADA
SOVEREIGN
CENTRAL BLACKHOLE
CYTHONIAN CONCORD
ELVEN DOMINION
GOBLINOID REPLUBIC OF ACHERON
CYBER FEDERAION OF MECHANIX
SANCTUARY ARCADIA

THE HAZARDS OF SPACE

Space is deadly. It is an airless, gravityless, vacuous void of extreme cold and harmful radiation. Starships have many ways of mitigating these extremes and protecting those on board, but accidents happen, and sometimes, characters come into direct contact with the extremes of space. Here is a list of the most commonly encountered hazards while in the depths of space.

COLLISIONS. Despite the vastness of outer space, collisions are quite common. Whether by miscalculated route, poor piloting, or merely bad luck, collisions large and small are bound to occur. And when they do, they threaten the structural integrity of the starship involved and the lives of those on board.

SMALL COLLISION. A small collision occurs when a starship crashes into an object roughly 25% its own size and/or mass or less. When a starship suffers a small collision, it takes damage equal to half its maximum hit die total.

If the damage from collision causes the ship to lose all of its remaining hit points, the ship is inoperable and loses all functions.

LARGE COLLISION. A large collision occurs when a starship crashes into an object roughly 50% of its own size and/or mass or more. When a starship suffers a large collision, it takes damage equal to its hit die total.
If the damage from collision causes the ship to lose all of its remaining hit points, the ship is wrecked and loses all functions. Characters on board take damage equal to half their maximum hit die total and suffer any environmental effects of their surrounding environment (i.e., Vacuum exposure, extreme gravity, etc.) immediately.

COSMIC RAYS. Cosmic rays are high-energy particles that move through space at nearly the speed of light and are produced constantly by every star in the galaxy. These rays can cause tissue damage in organic matter and can cause electronic devices to malfunction. Starships and spacesuits have built-in shielding protecting individuals and objects on board from the effects of cosmic rays, but without this shielding, detrimental effects can occur.

If a character is exposed to cosmic rays without protection they must make a Constitution saving throw (DC 12). On a failed save, characters take 1d4 laser damage. If the character is a mechanical construct or has at least one cybernetic augmentation they take 2d4 laser damage instead.

Furthermore, any electronic device exposed to cosmic rays without proper protection has a 50% chance of being hit by a cosmic ray for every minute that is exposed. If an electronic object is hit, it ceases to function for the next hour.

EXTREME GRAVITY. Outer space is a place of extreme gravity. The void itself is a zero-gravity environment, but objects within it can have a wide range of gravitational force. Most characters are adapted to gravitational forces ranging from .7-1.4G. When characters and objects are subject to more extreme examples different effects can occur.

HIGH GRAVITY EXPOSURE. Exposure to gravity stronger than 1.4G can have detrimental effects on characters and objects. When a character is exposed to a high gravity environment, and every hour they continue to be exposed to the same high gravity environment thereafter, they must make a Constitution saving throw. The DC of the saving throw is based on the strength of the gravitational force, as depicted in the High Gravity Exposure Table below. On a failed saving throw, a character suffers one level of exhaustion.

Objects exposed to high gravity that overstress their structure have a 50% chance of taking bludgeoning damage equal to 5 times the g-level of the environment (rounded up) every hour that they are exposed to the high gravity.

G-LEVEL	SAVE DC
1.5G - 2.0G	12
2.1G - 2.5G	14
2.6G - 3.0G	16
3.1G - 3.5G	18
3.6G - 4.0G	20
4.1G - 4.5G	22
4.6G - 5.0G	24

When exposed to gravity beyond 5G, characters fail their saving throw automatically.

FALLING IN EXTREME GRAVITY. When a character or object is falling within an area of extreme gravity, use the rules for falling from the Dungeon Master's Guide with the added effect of multiplying fall damage rolled by the environment g-level (rounded up). For example, if a character falls 10 feet in a 2.2G environment, they would roll 1d6 of bludgeoning damage and multiply it by 2.2. If the character rolls a 4 on their damage die, they would take 9 bludgeoning damage.

Gravity Wells. Some objects in the galaxy have gravitational forces far beyond that of moons and planets. Such objects, such as stars and black holes, are dangerous to approach due to the powerful gravity forces they exert on their surrounding space. Venturing too close to one of these objects can cause a starship to get caught in a gravity well. Failing to escape a gravity well almost always results in death.

If a starship is caught in a gravity well, one character within 5 feet of the control console of a starship may make an Intelligence saving throw DC equal to 20 + the ship's size category. A character with proficiency in space vehicles may add their proficiency mod to the roll. On a success, the character regains control of the ship's flight and escapes the gravity well. On a failed saving throw, the ship falls deeper into the well, and the Intelligence DC to escape the gravity well increases by 1. If a starship fails to escape a gravity well after 3 saving throws, it is permanently captured by the gravitational well.

If a creature with a space flight speed is caught in a gravity well, it must make a Strength saving throw (DC 13). On a success, the creature regains control of the ship's flight and escapes the gravity well. On a failed saving throw, the creature falls deeper into the well, and the save DC to escape the gravity well increases by 2. If a creature fails to escape a gravity well after 3 saving throws, it is permanently captured by the gravitational well.

Solar Flares. A solar flare is an intense emission of electromagnetic radiation in a star's atmosphere. Solar flares can launch mass amounts of plasma and radiation up to a 50 GU radius of the star that generated it. Starships have some built-in defenses against solar flares but are not impervious to them. Creatures exposed to solar flares risk both damage and radiation exposure.

If a starship is hit by a solar flare, one character within 5 feet of the control console of a starship may make an Intelligence saving throw DC equal to 12 + the ship's size category. A character with proficiency in space vehicles may add their proficiency mod to the roll. On a failed saving throw, the ship takes 10d10 fire damage. On a success, the character can quickly navigate the ship out of the solar flare's path, and the starship only takes half damage.

If a creature is hit by a solar flare, the creature must make a Constitution saving throw (DC 16). On a fail, the target takes 10d10 fire damage and is poisoned. The poison condition from solar flare exposure lasts until the creature is either medically treated at a radiation treatment facility or until someone casts *Greater Restoration* on the creature.

Supernovae. When a large star dies, it often explodes. This is a rare event and, even with over 10 trillion stars across the galaxy, only occurs approximately once or twice a century. That being said, it is still a possibility. Supernovae expel an expanding shock wave into the surrounding interstellar medium, sweeping up an expanding shell of gas and dust at extreme speeds. Anything within 50 light years of the supernova that is hit by this shockwave is completely annihilated.

If a starship between 50 and 100 light years away from the supernova is hit by this shockwave, one character within 5 feet of the control console of a starship may make an Intelligence saving throw DC equal to 12 + the ship's size category. A character with proficiency in space vehicles may add their proficiency mod to the roll. On a failed saving throw, the ship takes 12d12 fire damage and is caught in the shockwave for 1 hour. On a success, the character can quickly navigate the ship out of the supernova shock wave, and the starship only takes half damage and is not caught in the shockwave.

If a creaturebetween 50 and 100 light years away from the supernova is hit by this shockwave, the creature must make a Constitution saving throw (DC 22). On a fail, the target takes 6d12 fire damage and 6d12 bludgeoning damage and is caught in the shockwave for 1 hour. On a success, the character only takes half damage but is still caught in the shockwave.

While caught in the supernova shock wave, a starship or creature loses all control of their movement and is pushed in the direction the shockwave is traveling. After 1 hour, any starship or creature caught takes 6d12 fire damage as they pass through the end of the shockwave, and are deposited 1 GU away from where they were originally hit.

Vacuum Exposure. A creature exposed to the cold vacuum of space cannot breathe and immediately begins to rapidly freeze to death. If a creature without the ability to subsist in space is subject to vacuum exposure, they begin to drown. Use the drowning rules found in the Player's Handbook. Additionally, the creature takes 6d6 cold damage every minute until they are no longer exposed to the vacuum of space.

Zero-Gravity Environment. A creature in a zero-gravity environment is unable to move in any direction unless they have a means to propel themselves in some way (i.e., via jetpack, space flight, or physically pushing against another object). Once a creature or object begins moving through a zero-gravity area they will continue moving until a force is exerted to alter or halt their movement.

STARSHIP COMBAT

The brilliant flash of laserlight firing from arcanobeam cannons. The horrifying sound of a ship's hull cracking as a nautiloid dreadnought's tentacles tear it asunder. The thrum of a starship's engine as it careens through a battlefield of raining aether blasts. The thrilling duel of two grappler ships struggling for supremacy as their crews ready themselves to board or be boarded. A glittering light show of death shining against the cold backdrop of the void. Starship combat is frantic, breakneck, and deadly.

THE ORDER OF COMBAT

Much like standard D&D combat, starship combat organizes the chaos of battle into turns and rounds. A round represents approximately 6 seconds experienced by the characters and creatures in the game world. During a round, each starship and each creature outside of a starship in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter when every starship and other participant rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

SURPRISE

Like standard D&D combat, the DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (space vehicles) checks of anyone attempting to be undetected against the passive Wisdom (Perception) score of each crew operating the ships on the other side. To determine this score, just use the passive Perception of the crewmember with the highest score on/in the ship's flight deck or cockpit. Any crew or monster that doesn't notice a threat is surprised at the start of the encounter.

If your crew is surprised, neither you nor your ship can move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Like standard D&D combat, initiative determines the order of turns during combat. When combat starts, every starship or outside creature makes a Dexterity check to determine their place in the initiative order. The DM makes one roll for an entire group of identical creatures or ships, so each member of the group acts at the same time.

The DM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. The initiative order remains the same from round to round.

If a tie occurs, the tied ships or creatures each roll a d20 to determine their order in relation to each other, highest roll going first.

OPERATING A STARSHIP IN COMBAT

Unlike standard D&D combat where each character on the battlefield takes their own actions and dictates their own movement, starship combat is a group activity for the player characters. Starships are complex machines that require the focused attention of their entire crew to properly function. When a starship's turn comes up in the initiative, it can move a distance up to its spaceflight or standard flight speed and can take **one action** available to it.

The group decides which player rolls the dice for a starship's action. One method is to first designate positions on the flight deck or cockpit for every crew member, then have the crew member most associated with the action make the roll. For example, a crew member designated as manning the weapons system might be the most appropriate choice for the starship's attack rolls. Another method might just be to rotate to a new player each roll.

CREW ACTIONS

During a starship's turn, a member or members of the crew can take a single **crew action** in addition to the starship's action and movement. A crew action can be a single action or bonus action a character on board possesses. It can also be one of a few designated crew actions listed below or found in the Upgrades and Customization section of this chapter.

INITIATE A RAPID-REPAIR. A crew member on the flight deck or in the cockpit of a ship can use the crew action to initiate a rapid-repair sequence to repair damage to the ship.

- If a starship is outfitted with at least one **rapid-repair unit**, initiating it will restore 20% of a starship's maximum hp that turn.

Man an Auxiliary Vessel. A crewmember can use the crew action to man and launch an auxiliary ship aboard the starship. When an auxiliary ship is launched, it rolls initiative and is entered into the initiative order.

Operate Communications. A crewmember on the flight deck or in the cockpit of the starship can use the crew action to send out a communication to a nearby ship or to send out a distress signal to surrounding star systems.

Operate Navigations System. A crewmember on the flight deck or in the cockpit of the starship can use the crew action to operate the ship's navigation system to discern certain information about the local area of space and surrounding star systems. Information that can be gained in this way includes nearby known celestial bodies, their general traits and properties, and any points of civilization within 500 light years of the ship's current location.

Starship Sizes

The size of most starships greatly outclasses the sizes of most creatures. That, paired with the immense speeds of starships, which call for the squares of a grid map to represent larger spaces, requires the use of an entirely different size system from standard combat.

A starship or creature with a Star Combat Rating can be Miniscule, Diminutive, Moderate, Great, Gigantic, Colossal, or Supercolossal. The Starship Size Categories table shows how much space a starship or creature with a Star Combat Rating of a particular size controls in combat. See the D&D Basic Rules or the Player's Handbook for more information on creature size and space.

Size	Space Area Control	Atmosphere Area Control	Examples
Miniscule	250 x 250 ft	125 x 125 ft	Gamma Craft, Space drones
Diminutive	500 x 500 ft	250 x 250 ft	Z-class, Astravian
Moderate	1000 x 1000 ft	500 x 500 ft	K-class, Young Astral Behemoth
Great	1500 x 1500 ft	750 x 750 ft	C-class, Adult Stellar Dragon
Gigantic	2000 x 2000 ft	1000 x 1000 ft	B-class, Adult Pulsar Dragon
Colossal	2500 x 2500 ft	1250 x 1250 ft	A-class, Starworm
Supercolossal	3000 x 3000 ft	–	S-class, Ancient Nova Dragon

Movement and Position

In combat, starships and creatures are in constant motion, often using movement and position to gain the upper hand.

Like standard D&D combat, starship combat uses a square grid map to represent the battlefield. Each square represents an area of 500 feet in a space environment and an area of 250 feet in an atmospheric environment.

On a starship's turn, a crew can move their ship a distance up to the ship's speed. As much or as little of the ship's speed can be used on the ship's turn, following the same rules for breaking up movement found in the Player's Handbook.

Movement for creatures outside of a starship works as it does in standard D&D combat.

Elevation

Unlike standard D&D combat, starship combat requires the constant consideration of operating in a 3-dimensional environment. Movement in starship combat includes changing positions across a flat plane and changing elevation as well.

At the beginning of starship combat, the DM must designate an elevation 0. This can be anywhere on the battle map, but an easily referenced point such as a particular starship or other object on the map is recommended. After elevation 0 is designated, all the elevations for participants in the combat must be determined before the battle begins. Elevations are designated numerically by feet. For example, a ship might be at elevation -2000, meaning it is 2000 feet below elevation 0.

Direction

In the void of space, direction without relation to another object is difficult to discuss. Thus, starship combat in Draken Star is oriented in relation to the galaxy's center. There are 6 cardinal directions in outer space based upon the agreed orientation of the galaxy by the galactic powers: G-North, G-East, G-South, G-West, Ascending, and Descending. See the galactic map below for reference.

While in a celestial body's atmosphere, the cardinal directions of that body are used instead.

Starship Repair and Conditions

When a starship loses hit points, it takes structural damage. Unlike damage a creature takes, this damage cannot be healed by conventional means.Instead, it must be repaired.All starships carry onboard materials and spare parts, as well as limited-use nanobots, for the purpose of repair. These materials and nanobots are represented as a starship's hit die.

During a 6-hour period of low activity, a starship can initiate a self-repair process. During this process, hit dice are expended to replenish the starship's hit points. Once used, a starship's hit die does not return until the starship is re-outfitted with the necessary materials and nanobots. This is usually done whenever a starship docks and is included in the docking fee, though this may not always be the case.

Docking fees are usually dictated by a starship's size category. Below is a table that can be used as a guide on starship docking fees.

Size Category	Initial Fee	Per Day After
Size-1 (Diminutive)	1000 credits	100 credits
Size-2 (Moderate)	5000 credits	500 credits
Size-3 (Great)	8,000 credits	800 credits
Size-4 (Gigantic)	15,000 credits	1,500 credits
Size-5 (Colossal)	25,000 credits	2,500 credits
Size-6 (Supercolossal)	30,000 credits	3,000 credits

Rapid-Repair Units

Alternatively, **rapid-repair units** can be utilized to replenish a starship's hit points. A rapid-repair unit is a condensed block of materials and nanobots that can be activated using an action or crew action to repair damage to a starship. A rapid-repair unit restores 10% of a starship's maximum hit points.

Rapid-repair unit prices are dictated by the class of starship they are designed for. Below is a table that can be used as a guide on rapid-repair unit prices.

Size Category	RRU Price
Size-1 (Diminutive)	500 credits
Size-2 (Moderate)	1,500 credits
Size-3 (Great)	2,000 credits
Size-4 (Gigantic)	3,500 credits
Size-5 (Colossal)	5,500 credits
Size-6 (Supercolossal)	8,000 credits

Starship Conditions and Destruction

When a starship drops to 0 hit points, it becomes **inoperable,** or in the case of massive damage, it can become **wrecked** or **destroyed**.

Inoperable. A starship that is inoperable cannot take actions or reactions, and its speed becomes 0. Furthermore, an inoperable ship cannot aether jump or initiate a hyperdrive launch. A ship remains inoperable until its hit points are repaired, or if it becomes wrecked or destroyed.

If an inoperable starship takes damage, it must make a Constitution saving throw (DC 20 + Size Category). A success or failure has no effect by itself. On the third failure, the ship becomes wrecked.

Wrecked. A starship that is wrecked ceases all functions, including artificial gravity, life support systems, and all electrical systems. It cannot take actions or reactions, and its speed becomes 0. A wrecked starship cannot regain hit points and cannot regain any of its functions. All creatures within a starship that becomes wrecked take damage equal to half their maximum hit die total and suffer any environmental effects from their surrounding environment (i.e., vacuum exposure, extreme gravity, etc.) immediately.

Destroyed. When a starship's hit points drops to 0 or if a starship is damaged while inoperable, the starship is at risk of being destroyed. If the damage done to the starship in either of these cases is equal to or greater than half of the starship's maximum hit points, then that starship is destroyed.

A destroyed starship is reduced to scattered remnants and ceases to exist. Characters on board take damage equal to half their maximum hit die total and suffer any environmental effects of their surrounding environment (i.e., vacuum exposure, extreme gravity, etc.) immediately.

Building a Starship Encounter

Starship combat is a dangerous endeavor and an expensive one for the survivors. An outbreak of violence between vessels can easily leave a party stranded, helpless, or dead in the endless void of space. Thus, it is important to build a balanced starship encounter with an intended difficulty in mind.

Star Combat Rating

Starships in Draken Star are mechanical wonders on the very edge of what is capable —in both magical and technological terms. Their incredible speeds, resistances to damage, and size make them almost unassailable by other creatures save for the most powerful or those also armed with starship level technology. Thus, starships and some creatures capable of participating in starship combat do not use the traditional challenge rating system to determine their power level.

Instead, they use another system, the Star Combat Rating or SCR system, to determine their power level in relation to each other. The SCR system is not one-for-one compatible with the CR system, but the two can easily interact. DM's be warned that creatures with an SCR are extremely difficult to balance against creatures with a CR.

A starship's Star Combat Rating tells you how great a threat it is. An SCR can range from a value of ⅛ to 70. Below are base starship statistics for each of the 6 Size Categories of starships. Note that these statistics, including their SCRs, can fluctuate depending on upgrades and customizations that have been performed on the ship. The method for calculating a starship with upgrades and customizations is detailed in the section titled Upgrades and Customization.

Starship Hit Dice, Attack Bonus, and Damage Dice

The size of a starship's hit dice, attack bonus, and damage dice rolled for a starship's weapon attacks, unless stated otherwise, are dependent on a starship's size category. Refer to the table below when determining a starship's hit die or damage die size.

Size Category	Hit Die	Attack Bonus	Damage Die
Size-1 (Diminutive)	d10	+13	5d6
Size-2 (Moderate)	d12	+14	5d8
Size-3 (Great)	d20	+15	6d10
Size-4 (Gigantic)	d20	+17	6d12
Size-5 (Colossal)	d100	+18	6d20
Size-6 (Supercolossal)	d100	+19	2d100

Calculating Starship Combat Difficulty

In a starship combat, all sides of the combat have a group SCR. This is the number arrived at when adding together the SCRs of all allied participants. For example, two Z-class ships each with an SCR of 1, and a C-class ship with an SCR of 4, together have a group SCR of 6.

When two sides collide, the side with the higher SCR is more likely to win. However, the chances of that victory and the damages they will have to endure to achieve said victory depend on the calculated difficulty level of the fight. Generally speaking, there are 5 combat difficulty levels a DM can challenge their players with: Trivial, Easy, Moderate, Hard, and Deadly. The difficulty level of a fight is calculated by comparing the player's group SCR against the enemy's group SCR.

Use the table below as a guide to balancing starship combat encounters.

GROUP SCR	TRIVIAL	EASY	MODERATE	HARD	DEADLY
1	-	1/4	1/2	3/4	1
2	1/4	1/2	1	11/4	1 1/2
3	1/2	1	1 1/2	2	2 1/2
4	1	1 1/2	2	3	3 1/2
5	1	1 1/2	2 1/2	3 1/2	4
6	1 1/2	2	3	4	5
7	1 1/2	2	3 1/2	5	5 1/2
8	2	3	4	5	6
9	2	3	4 1/2	6	7
10	2	3	5	7	8
11	2 1/2	3 1/2	5 1/2	8	9
12	2 1/2	4	6	8 1/2	10
13	3	4	6 1/2	9	10
14	3	4	7	10	11
15	3	4 1/2	7 1/2	10	12
16	3	5	8	11	13
17	3	5	9	12	13
18	4	6	9	13	14
19	4	6	10	13	15
20	4	6	10	14	16
21	4	7	11	15	17
22	5	7	11	16	18
23	5	7	12	16	18
24	5	7	12	17	19
25	5	8	13	18	20
26	5	8	13	18	21
27	5	8	14	19	22

GROUP SCR	TRIVIAL	EASY	MODERATE	HARD	DEADLY
28	6	8	14	20	22
29	6	9	15	20	23
30	6	9	15	21	24
31	6	9	16	22	25
32	6	10	16	22	26
33	7	10	17	23	26
34	7	10	17	24	27
35	7	11	18	25	28
36	7	11	18	25	29
37	7	11	19	26	30
38	8	11	19	27	30
39	8	12	20	27	31
40	8	12	20	28	32
41	8	12	21	29	33
42	8	13	21	29	34
43	9	13	22	30	34
44	9	13	22	31	35
45	9	14	23	32	36
46	9	14	23	32	37
47	9	14	24	33	38
48	10	14	24	34	38
49	10	15	25	34	39
50	10	15	25	35	40
51	10	15	26	36	41
52	10	16	26	36	42
53	11	16	27	37	42
54	11	16	27	38	43

Group SCR	Trivial	Easy	Moderate	Hard	Deadly
55	11	17	28	39	44
56	11	17	28	39	45
57	11	17	29	40	46
58	12	17	29	41	46
59	12	18	30	41	47
60	12	18	30	42	48
61	12	18	31	43	49
62	12	19	31	43	50

Group SCR	Trivial	Easy	Moderate	Hard	Deadly
63	13	19	32	44	50
64	13	19	32	45	51
65	13	20	33	46	52
66	13	20	33	46	53
67	13	20	34	47	54
68	14	20	34	48	54
69	14	21	35	48	55
70	14	21	35	49	56

XP for Starship Encounters

Determining the amount of Xp a character gains from their participation in starship combat is dependent on the combat difficulty of the fight. Using the XP Thresholds by Character chart on page 82 of the Dungeon Master's Guide, a party that participates in starship combat is awarded an amount of XP equal to the amount of the XP threshold of the combat difficulty for the average level of the party. For example, if a party of 4th-level adventurers engages in and wins a starship combat that has a combat difficulty of Hard, that party is awarded 375 XP. As with standard combat, XP is divided evenly between party members.

Starship Statistics

Below are the basic statistics for the six Size Categories of starships. Use these templates as the base statistics of generic starships in combat or for the stock starships purchased by an adventuring party.

Z-Class Starship (Skiff)

Diminutive starship

Armor Class 22
Hit Points 126 (12d10 + 60)
Speed Atmosphere Flight 1750 ft, Space Flight 3500 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	20 (+5)	-	-	-

Saving Throws Str +13, Dex +15, Con +13
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Languages —
Star Combat Rating 1

Arcane Bulwark. The starship is immune to all spells of level 2 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 10, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

Actions

Multiattack. The starship can attack two times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +13 to hit, range 5,000/10,000 ft., one target. *Hit:* 20 (5d6) plasma damage

K-Class Starship (Cutter)

Moderate starship

Armor Class 23
Hit Points 200 (16d12 + 96)
Speed Atmosphere Flight 1750 ft, Space Flight 3500 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	23 (+6)	-	-	-

Saving Throws Str +14, Dex +14, Con +14
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Star Combat Rating 2

Arcane Bulwark. The starship is immune to all spells of level 3 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 20, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

ACTIONS

Multiattack. The starship can attack two times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +14 to hit, range 5,000/10,000 ft., one target. *Hit:* 25 (5d8) plasma damage

C-Class Starship (Corvette)

Great starship

Armor Class 25
Hit Points 280 (16d20 + 112)
Speed Atmosphere Flight 1750 ft, Space Flight 3500 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	24 (+7)	-	-	-

Saving Throws Str +16, Dex +14, Con +16
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Star Combat Rating 4

Arcane Bulwark. The starship is immune to all spells of level 4 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 30, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

ACTIONS

Multiattack. The starship can attack two times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +14 to hit, range 5,000/10,000 ft., one target. *Hit:* 36 (6d10) plasma damage

B-Class Starship (Frigate)

Gigantic starship

Armor Class 26
Hit Points 388 (21d20 + 168)
Speed Atmosphere Flight 1750 ft, Space Flight 3500 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	26 (+8)	-	-	-

Saving Throws Str +17, Dex +13, Con +17
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Star Combat Rating 8

Arcane Bulwark. The starship is immune to all spells of level 5 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 40, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

ACTIONS

Multiattack. The starship can attack three times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +17 to hit, range 5,000/10,000 ft., one target. *Hit:* 42 (6d12) plasma damage.

A-Class Starship (Galleon)

Colossal starship

Armor Class 28
Hit Points 708 (12d100 + 96)
Speed Atmosphere Flight 1250 ft, Space Flight 2500 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	27 (+8)	-	-	-

Saving Throws Str +18, Dex +12, Con +17
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses passive Perception 5
Languages —
Star Combat Rating 16

Arcane Bulwark. The starship is immune to all spells of level 6 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 50, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

ACTIONS

Multiattack. The starship can attack three times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +18 to hit, range 5,000/10,000 ft., one target. *Hit:* 66 (6d20) plasma damage.

S-Class Starship (Dreadnought)
Supercolossal starship

Armor Class 29
Hit Points 960 (16d100 + 144)
Speed Atmosphere Flight 1000 ft, Space Flight 2000 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	28 (+9)	-	-	-

Saving Throws Str +19, Dex +11, Con +18
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Star Combat Rating 32

Arcane Bulwark. The starship is immune to all spells of level 7 and lower.

Immutable. This starship is immune to all spells and magical effects that would alter its form or appearance.

Impervious. All damage the starship receives is reduced by 60, except for damage received from creatures and entities with a Star Combat Rating, creatures with legendary actions, or items that are categorized as artifacts.

ACTIONS

Multiattack. The starship can attack three times with its Aether Beam Cannon.

Aether Beam Cannon. *Ranged Weapon Attack:* +19 to hit, range 5,000/10,000 ft., one target. *Hit:* 102 (2d100) plasma damage.

UPGRADES AND CUSTOMIZATION

Starships of any class come with a set of standard statistics, but not all ships are made the same or are outfitted with the same weaponry and tools. Furthermore, an entire industry surrounds the upgrading and customizing of starships in order to push the technology to its most extreme capabilities or simply to increase a vessel's versatility and function.

This section will outline the rules and methods of upgrading a starship. For DMs, this section will be useful for dialing in the difficulty of starship combat by introducing upgraded and customized starships as enemies.

STARSHIP SIZE CATEGORY AND UPGRADE SLOTS

All starships with a Size Category can be equipped with upgrades. The number of upgrades a starship can be outfitted with, as well as the cost of the upgrades, is determined by the starship's size category. The number of upgrades a starship can be outfitted with is represented by **upgrade slots**. A starship has a number of upgrade slots equal to its size category.

When a starship receives an upgrade, one upgrade slot is filled. Once filled, an upgrade slot is no longer available and remains unavailable until the upgrade that filled it is removed from the starship.

Furthermore, all upgrades fall within an **upgrade tier**. An upgrade tier is representative of the power level of the upgrade itself. There are three levels of upgrade tier (1, 2, and 3). When a starship receives an upgrade, it adds the tier level of the upgrade to its Star Combat Rating. For example, when a Z-class starship with an SCR of 1 receives a Tier-3 upgrade, its SCR is recalculated to an SCR of 4.

Use the table below to determine the prices of upgrades:

SIZE CATEGORY	TIER-1	TIER-2	TIER-3
Size 1	1,000 credits	2,500 credits	4,000 credits
Size 2	2,000 credits	5,000 credits	8,000 credits
Size 3	4,000 credits	10,000 credits	16,000 credits
Size 4	8,000 credits	20,000 credits	32,000 credits
Size 5	12,000 credits	30,000 credits	48,000 credits
Size 6	20,000 credits	50,000 credits	80,000 credits

STARSHIP UPGRADES

Starship upgrades are presented in alphabetical order. An upgrade description gives the upgrade's name, tier, and properties.

AETHER BEAM CANNON +1

Upgrade (Weapon), Tier-1

This cannon is directly linked with a starship's aether reactor, allowing it to release concentrated blasts of plasma at long range.

As an action, a starship can attack with this cannon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Plasma damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +1 bonus to attack and damage rolls made with this weapon.

If the starship this weapon is installed in suffers from aether burnout, it ceases to function until aether cores are replaced.

AETHER BEAM CANNON +2

Upgrade (Weapon), Tier-2

This cannon is directly linked with a starship's aether reactor, allowing it to release concentrated blasts of plasma at long range.

As an action, a starship can attack with this cannon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Plasma damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +2 bonus to attack and damage rolls made with this weapon.

AETHER BEAM CANNON +3

Upgrade (Weapon), Tier-3

This cannon is directly linked with a starship's aether reactor, allowing it to release concentrated blasts of plasma at long range.

As an action, a starship can attack with this cannon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Plasma damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +3 bonus to attack and damage rolls made with this weapon.

AETHER PLATING

Upgrade (Armor), Tier-2

This reinforced network of astral silica diamond is outfitted across the hull of a starship and connected to the aether flow of its aether reactor. It offers extra protection against High-Impact damage.

A starship outfitted with this upgrade gains resistance to bludgeoning and high-impact damage.

A starship with this upgrade cannot be outfitted with another armor upgrade.

If the starship this upgrade is installed on suffers from aether burnout, it ceases to function until aether cores are replaced.

ARCANOBEAM BLASTERS +1

Upgrade (Weapon), Tier-1

This weapon is powered by glyph dynamos, allowing it to release concentrated arcane energy at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Laser damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +1 bonus to attack and damage rolls made with this weapon.

ARCANOBEAM BLASTERS +2

Upgrade (Weapon), Tier-2

This weapon is powered by glyph dynamos allowing it to release concentrated arcane energy at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Laser damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +2 bonus to attack and damage rolls made with this weapon.

ARCANOBEAM BLASTERS +3

Upgrade (Weapon), Tier-3

This weapon is powered by glyph dynamos, allowing it to release concentrated arcane energy at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals Laser damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +3 bonus to attack and damage rolls made with this weapon.

ASSISTED TARGETING

Upgrade (systems), Tier-2

This upgrade to a ship's onboard computer can assist crew members in making difficult shots. Once per turn, a starship with this upgrade can ignore disadvantage imposed on their next attack roll.

CRITICAL TARGETING

Upgrade (systems), Tier-3

This upgrade to a ship's onboard computer can maximize the damage dealt by critical hits. Once per turn, if the d20 roll for an attack made by a starship outfitted with this upgrade is a 20, the attack hits regardless of any modifiers or the target's AC and is a critical hit.

ENGINE POWER BOOSTER +1

Upgrade (engine), Tier-1

This upgrade gives a starship's engine a powerful short-term boost when it needs it most. A starship outfitted with this upgrade has a +1 to Strength saving throws, such as when caught in a gravity well.

ENGINE POWER BOOSTER +2

Upgrade (engine), Tier-2

This upgrade gives a starship's engine a powerful short-term boost when it needs it most. A starship outfitted with this upgrade has a +2 to Strength saving throws, such as when caught in a gravity well.

ENGINE POWER BOOSTER +3

Upgrade (engine), Tier-3

This upgrade gives a starship's engine a powerful short-term boost when it needs it most. A starship outfitted with this upgrade has a +3 to Strength saving throws, such as when caught in a gravity well.

ENHANCED SENSORS +2

Upgrade (system), Tier-1

This upgrade to a ship's sensor system gives a starship extra time to react to an enemy's attack. A starship with this upgrade gains a +2 to initiative rolls.

ENHANCED SENSORS +3

Upgrade (system), Tier-2

This upgrade to a ship's sensor system gives a starship extra time to react to an enemy's attack. A starship with this upgrade gains a +3 to initiative rolls.

ENHANCED SENSORS +4

Upgrade (system), Tier-3

This upgrade to a ship's sensor system gives a starship extra time to react to an enemy's attack. A starship with this upgrade gains a +4 to initiative rolls.

EVASION OPTIMIZATION

Upgrade (system), Tier-2

When a starship outfitted with this upgrade is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

FORCE WAVE BOMB

Upgrade (weapon), Tier-1

This high-grade explosive releases a powerful shockwave of arcane force, dealing massive damage to everything in its wake. As an action, a starship can launch a force wave bomb at a point within 15,000 feet of itself. The force bomb detonates when it reaches that point. Each starship, construct, or creature in a 2000-foot-radius sphere centered on that point must make a Dexterity saving throw. The DC is equal to 20 + the starship's size category. A target takes force damage equal to the starship damage die of the starship that fired the bomb on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

FORCE WAVE MEGA BOMB

Upgrade (weapon), Tier-2

This high-grade explosive releases a powerful shockwave of arcane force, dealing massive damage to everything in its wake. As an action, a starship can launch a force wave bomb at a point within 15,000 feet of itself. The force bomb detonates when it reaches that point. Each starship, construct, or creature in a 2000-foot-radius sphere centered on that point must make a Dexterity saving throw. The DC is equal to 22 + the starship's size category. A target takes force damage equal to **2 times** the starship damage die of the starship that fired the bomb on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

FORCE WAVE ULTRA BOMB

Upgrade (weapon), Tier-3

This high-grade explosive releases a powerful shockwave of arcane force, dealing massive damage to everything in its wake. As an action, a starship can launch a force wave bomb at a point within 15,000 feet of itself. The force bomb detonates when it reaches that point. Each starship, construct, or creature in a 2000-foot-radius sphere centered on that point must make a Dexterity saving throw. The DC is equal to 24 + the starship's size category. A target takes force damage equal to **3 times** the starship damage die of the starship that fired the bomb on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

FORCEFIELD +25

Upgrade (aether reactor), Tier-1

A starship outfitted with this upgrade can, as a crew action, generate a forcefield of energy to protect itself from incoming damage. When activated, the starship gains 25 temporary hit points. Once these hit points are depleted, a d6 can be rolled at the end of a starship's turn. On a result of 6, the force field's energy is recharged and can be activated again with a crew action.

If the starship this upgrade is installed in suffers from aether burnout, it ceases to function until aether cores are replaced.

FORCEFIELD +50

Upgrade (aether reactor), Tier-2

A starship outfitted with this upgrade can, as a crew action, generate a forcefield of energy to protect itself from incoming damage. When activated, the starship gains 50 temporary hit points. Once these hit points are depleted, a d6 can be rolled at the end of a starship's turn. On a result of 6, the force field's energy is recharged and can be activated again with a crew action.

If the starship this upgrade is installed in suffers from aether burnout, it ceases to function until aether cores are replaced.

FORCEFIELD +75

Upgrade (aether reactor), Tier-3

A starship outfitted with this upgrade can, as a crew action, generate a forcefield of energy to protect itself from incoming damage. When activated, the starship gains 75 temporary hit points. Once these hit points are depleted, a d6 can be rolled at the end of a starship's turn. On a result of 6, the force field's energy is recharged and can be activated again with a crew action.

If the starship this upgrade is installed in suffers from aether burnout, it ceases to function until aether cores are replaced.

GRAPPLER ARMS

Upgrade (weapon), Tier-1

A starship outfitted with this upgrade has a pair of mechanical arms meant for engaging in melee combat and subduing and boarding other starships. While attacking another starship or creature, a starship with this upgrade that is within 500 feet of its target can replace one of its attacks with a grapple attack instead.

The target of the grapple must be no more than one size larger than the starship and must be within reach. Using the grappler arms, the starship tries to seize the target by making a grapple check instead of an attack roll: a Strength check contested by the target's Dexterity check. The starship succeeds automatically if the target is incapacitated or inoperable.

If the target is the same size or smaller than the starship and the attack is successful, it subjects the target to the grappled condition. The condition specifies the things that end it, and the starship can release the target with no action required. While grappling a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

If the target is larger than the starship and the attack is successful, it becomes attached to the target and moves with the target whenever it moves. This ends if the target performs and succeeds an *escaping the grapple* check or if the starship releases the target (no action required). While attached to a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

GRAPPLER ARMS +1

Upgrade (weapon), Tier-2

A starship outfitted with this upgrade has a pair of mechanical arms meant for engaging in melee combat and subduing and boarding other starships. While attacking another starship or creature, a starship with this upgrade that is within 500 feet of its target can replace one of its attacks with a grapple attack instead.

The target of the grapple must be no more than one size larger than the starship and must be within reach. Using the grappler arms, the starship tries to seize the target by making a grapple check instead of an attack roll: a Strength check + 1 contested by the target's Dexterity check. The starship succeeds automatically if the target is incapacitated or inoperable.

If the target is the same size or smaller than the starship and the attack is successful, it subjects the target to the grappled condition. The condition specifies the things that end it, and the starship can release the target with no action required. While grappling a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

If the target is larger than the starship and the attack is successful, it becomes attached to the target and moves with the target whenever it moves. This ends if the target performs and succeeds an *escaping the grapple* check or if the starship releases the target (no action required). While attached to a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

GRAPPLER ARMS +2

Upgrade (weapon), Tier-1

A starship outfitted with this upgrade has a pair of mechanical arms meant for engaging in melee combat and subduing and boarding other starships. While attacking another starship or creature, a starship with this upgrade that is within 500 feet of its target can replace one of its attacks with a grapple attack instead.

The target of the grapple must be no more than one size larger than the starship and must be within reach. Using the grappler arms, the starship tries to seize the target by making a grapple check instead of an attack roll: a Strength check + 2 contested by the target's Dexterity check. The starship succeeds automatically if the target is incapacitated or inoperable.

If the target is the same size or smaller than the starship and the attack is successful, it subjects the target to the grappled condition. The condition specifies the things that end it, and the starship can release the target with no action required. While grappling a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

If the target is larger than the starship and the attack is successful, it becomes attached to the target and moves with the target whenever it moves. This ends if the target performs and succeeds an *escaping the grapple* check or if the starship releases the target (no action required). While attached to a target in this way, the starship has advantage on attack rolls against the target, and crew members of the starship can attempt to board the target ship and have advantage on skill checks to do so.

IMPACT REINFORCEMENT +1

Upgrade (engine), Tier-1

This upgrade reinforces a starship's hull, giving it more durability than other starships. A starship outfitted with this upgrade has a +1 to Constitution saving throws, such as when taking damage while inoperable.

IMPACT REINFORCEMENT +2

Upgrade (engine), Tier-2

This upgrade reinforces a starship's hull, giving it more durability than other starships. A starship outfitted with this upgrade has a +2 to Constitution saving throws, such as when taking damage while inoperable.

IMPACT REINFORCEMENT +3

Upgrade (engine), Tier-3

This upgrade reinforces a starship's hull, giving it more durability than other starships. A starship outfitted with this upgrade has a +3 to Constitution saving throws, such as when taking damage while inoperable.

INVISIBILITY SHIELDING

Upgrade (armor), Tier-2

As an action, a starship outfitted with this upgrade can become invisible as if under the *invisibility* spell. While invisible in this way, the starship is undetectable to other starships' sensor systems.

Once a starship uses this feature, it cannot do so again until after a long rest.

MEGABLADE +1

Upgrade (weapon), Tier-1, (prerequisite: must have grappler arms, grappler arms +1, or grappler arms +2)

A colossal blade of aetherium, stabilized laser, or reinforced adamantine used to engage in melee combat.

Upon the installation of this upgrade, the starship's crew must choose between an Aether Blade (plasma damage), a Laser Blade (laser damage), and an Adamantine Blade (high-impact damage). The blade type determines its damage type.

A starship with this upgrade has a 500-foot reach and may replace one or more of its attacks with a melee attack from this weapon. While within melee range of another starship or creature, that starship or creature's ranged attacks have disadvantage when targeting you.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +1 bonus to attack and damage rolls made with this weapon.

MEGABLADE +2

Upgrade (weapon), Tier-2, (prerequisite: must have grappler arms, grappler arms +1, or grappler arms +2)

A colossal blade of aetherium, stabilized laser, or reinforced adamantine used to engage in melee combat.

Upon the installation of this upgrade, the starship's crew must choose between an Aether Blade (plasma damage), a Laser Blade (laser damage), and an Adamantine Blade (high-impact damage). The blade type determines its damage type.

A starship with this upgrade has a 500-foot reach and may replace one or more of its attacks with a melee attack from this weapon. While within melee range of another starship or creature, that starship or creature's ranged attacks have disadvantage when targeting you.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +2 bonus to attack and damage rolls made with this weapon.

MEGABLADE +3

Upgrade (weapon), Tier-3, (prerequisite: must have grappler arms, grappler arms +1, or grappler arms +2)

A colossal blade of aetherium, stabilized laser, or reinforced adamantine used to engage in melee combat.

Upon the installation of this upgrade, the starship's crew must choose between an Aether Blade (plasma damage), a Laser Blade (laser damage), and an Adamantine Blade (high-impact damage). The blade type determines its damage type.

A starship with this upgrade has a 500-foot reach and may replace one or more of its attacks with a melee attack from this weapon. While within melee range of another starship or creature, that starship or creature's ranged attacks have disadvantage when targeting you.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +3 bonus to attack and damage rolls made with this weapon.

MAGITECH PLATING

Upgrade (Armor), Tier-2

Glowing arcane glyphs are outfitted across the hull of a starship, exuding an aura of protective magic. It offers extra protection against plasma damage.

A starship outfitted with this upgrade gains resistance to plasma and radiant damage.

A starship with this upgrade cannot be outfitted with another armor upgrade.

PROPULSION BOOSTERS +500

Upgrade (engine), Tier-1

A ship outfitted with this upgrade gains 500 feet to its space flight speed and 250 feet to its atmosphere flight speed.

PROPULSION BOOSTERS +1000

Upgrade (engine), Tier-2

A ship outfitted with this upgrade gains 1000 feet to its space flight speed and 500 feet to its atmosphere flight speed.

PROPULSION BOOSTERS +1500

Upgrade (engine), Tier-3

A ship outfitted with this upgrade gains 1500 feet to its space flight speed and 750 feet to its atmosphere flight speed.

REPULSOR WAVE GENERATOR

Upgrade (weapon), Tier-1

This upgrade outfits a starship with mass energy reserves attached to expulsion nodes across the exterior of the starship. As an action, a starship can release conserved energy from these reserves in a massive repulsor wave around itself. Each starship, construct, or creature within a 1500-foot-radius sphere centered on the starship must make a Constitution saving throw. The DC is equal to 20 + the starship's size category. A target takes thunder damage equal to the starship damage die of the starship on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

REPULSOR WAVE GENERATOR +2

Upgrade (weapon), Tier-2

This upgrade outfits a starship with mass energy reserves attached to expulsion nodes across the exterior of the starship. As an action, a starship can release conserved energy from these reserves in a massive repulsor wave around itself. Each starship, construct, or creature within a 1500-foot-radius sphere centered on the starship must make a Constitution saving throw. The DC is equal to 22 + the starship's size category. A target takes thunder damage equal to ***2 times*** the starship damage die of the starship on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

REPULSOR WAVE GENERATOR +3

Upgrade (weapon), Tier-3

This upgrade outfits a starship with mass energy reserves attached to expulsion nodes across the exterior of the starship. As an action, a starship can release conserved energy from these reserves in a massive repulsor wave around itself. Each starship, construct, or creature within a 1500-foot-radius sphere centered on the starship must make a Constitution saving throw. The DC is equal to 24 + the starship's size category. A target takes thunder damage equal to ***3 times*** the starship damage die of the starship on a failed save, or half as much damage on a successful one.

A starship can fire this weapon a number of times equal to half its size category rounded down (minimum 1) and regains all expended uses when its crew finishes a long rest.

STEALTH SHIELDING

Upgrade (Armor), Tier-1

Special reflective paneling and signal scrambling equipment make a starship with this upgrade difficult to detect. A starship outfitted with this upgrade has advantage on stealth checks to avoid detection or to remain hidden from other starships and constructs.

SUPER-KINETIC PLATING

Upgrade (Armor), Tier-2

This shell of superthermal-treated adamantine plating is outfitted across the exterior of a starship, increasing its resilience to magical and magitech attacks.

A starship outfitted with this upgrade gains resistance to laser damage and damage from spells and spell-like abilities.

A starship with this upgrade cannot be outfitted with another armor upgrade.

SUPER-KINETIC TORPEDOS +1

Upgrade (Weapon), Tier-1

This weapon fires armor-piercing torpedos with incredible force at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals High-Impact damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +1 bonus to attack and damage rolls made with this weapon.

SUPER-KINETIC TORPEDOS +2

Upgrade (Weapon), Tier-2

This weapon fires armor-piercing torpedos with incredible force at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals High-Impact damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +2 bonus to attack and damage rolls made with this weapon.

SUPER-KINETIC TORPEDOS +3

Upgrade (Weapon), Tier-3

This weapon fires armor-piercing torpedos with incredible force at long range.

As an action, a starship can attack with this weapon. Alternatively, this cannon can be used as one or more of a starship's multiattack action. This weapon deals High-Impact damage.

Attacks with this weapon use the attack bonus and damage die assigned to the starship's size category. In addition, the starship gains a +3 bonus to attack and damage rolls made with this weapon.

WEAPONS OPTIMIZATION +10

Upgrade (weapon), Tier-1

Upon installation of this upgrade, the starship's crew must choose one weapon the starship is outfitted with to apply this upgrade to. For example, if a starship has both an Arcanobeam and an Aether Beam Cannon, this upgrade can only be applied to one and not the other.

A weapon with this upgrade deals an extra 10 damage to targets.

WEAPONS OPTIMIZATION +20

Upgrade (weapon), Tier-2

Upon installation of this upgrade, the starship's crew must choose one weapon the starship is outfitted with to apply this upgrade to. For example, if a starship has both an Arcanobeam and an Aether Beam Cannon, this upgrade can only be applied to one and not the other.

A weapon with this upgrade deals an extra 20 damage to targets.

WEAPONS OPTIMIZATION +30

Upgrade (weapon), Tier-3

Upon installation of this upgrade, the starship's crew must choose one weapon the starship is outfitted with to apply this upgrade to. For example, if a starship has both an Arcanobeam and an Aether Beam Cannon, this upgrade can only be applied to one and not the other.

A weapon with this upgrade deals an extra 30 damage to targets.

CHAPTER 7:
THE GALACTIC BESTIARY

The galaxy is filled with countless monsters and creatures across trillions of worlds. Many are the same or similar to creatures found in the ancient times of the original prime world. But even more are the result of the passing eons and exposure to the myriad conditions of the galaxy changing, evolving, transmuting, and even eroding different species and monster genetic lines. This book cannot possibly contain all of the creatures found in the setting of Draken Star, but below are listed some of the most prominently found creatures throughout the galaxy.

EXO-FAUNA AND CONVERGENT EVOLUTION

With the great exodus of life from the original prime world came exposure to countless environs across the stars and with it came the rapid evolution of certain species. Draken Star is home to an entirely new type of monster; Exo-fauna. Exo-fauna are monsters with origins linked to creatures of the Beast type. Exposure to different high elemental energy, radiation, arcane force, or extreme environments over thousands of years has pushed these monsters to more specialized and often more powerful forms. Though some exo-fauna do have magical abilities, most will derive their abilities from their specialized biology.

Despite the great distances between some of these species of monsters, the exposure to similar environments has led to the phenomena of **convergent evolution** across the galaxy**.** This is the independent evolution of similar features or analogous structures in species that have had no contact for thousands of years from different planets or other locations in the galaxy. Thus, it is possible to run into an exo-fauna on one planet, such as the Raiju or thundercat, and then encounter a very similar species on another planet lightyears away.

STARSHIPS AND CREATURES WITH A STAR COMBAT RATING

Starships in Draken Star are technological wonders on the very edge of what is capable to achieve in both magical and technological terms. Their incredible speeds, resistances to damage, and size make them almost unassailable by other creatures save for the most powerful or those also armed with starship level technology. Thus, starships and some creatures capable of participating in starship combat do not use the traditional challenge rating system to determine their power level. Instead, they use another system, the Star Combat Rating or SCR system, to determine their power level in relation to each other. The SCR system is not one-for-one compatible with the CR system, but the two can easily interact with each other. DM's be warned that creatures with an SCR are extremely difficult to balance against creatures with a CR.

For balancing combats that utilize creatures or starships with an SCR, refer to the starship combat rules in Chapter 6.

ARTHROPODA

These exo-fauna, which evolved from arachnid and crustacean beasts, are heavily shelled monsters outfitted with claws, stingers, and sometimes even fins and wings,

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BLAZIPEDE

These long, segmented centipede-like monsters hold their bodies high above the scorching desert sands and volcanic rocks of their habitat with dozens of insectile legs as tall as most adult humanoids. They store excess heat in their mandibles and stinger which glow with a dangerous red hue.

Adult Blazipede

Large exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Str +5, Con +7
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Heated Body. A creature that touches the blazipede or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The blazipede makes two attacks: one with its mandibles and one with its stinger.

Mandible. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 4 (1d8) fire damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the blazipede can't use its mandibles on another target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 4 (1d8) fire damage, and the target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Young Blazipede

Medium exo-fauna, unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Str +5, Con +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Heated Body. A creature that touches the blazipede or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The blazipede makes two attacks: one with its mandibles and one with its stinger.

Mandible. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 3 (1d6) fire damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage, and the target must make a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

KRAKSHELL

These spiral-shelled ammonites can grow into huge aquatic predators that prey on large fish and occasionally humanoids. Hiding underneath sand or mud, the Krakshell can disguise its tentacles to look like local flora striking at unsuspecting prey that ventures within its grasp.

Adult Krakshell

Huge exo-fauna, unaligned

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Str +8, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Amphibious. The krakshell can breathe air and water.

Underwater Camouflage. The krakshell has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The krakshell makes three attacks with its tentacles, one of which it can replace with one use of Devour.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained.

Devour. If a target the krakshell has grappled is a Medium or smaller creature, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 14 (4d6) acid damage immediately and again at the start of each of the krakshell's turns. Only one Medium or two smaller creatures can be swallowed at the same time.

Young Krakshell

Medium exo-fauna, unaligned

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	4 (-4)	8 (-1)	4 (-4)

Saving Throws Str +5, Con +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Amphibious. The krakshell can breathe air and water.

Underwater Camouflage. The krakshell has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The krakshell makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained.

MUDCLAW

This enormous crustacean makes its home in the muck of great bogs and along the shores of warm coastlines. They scavenge the corpses of great reptiles and cetaceans and jealously guard their territories from would-be interlopers.

Adult Mudclaw

Large Exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-3)	12 (+1)	6 (-2)

Saving Throws Str +6, Con +5
Senses passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Amphibious. The mudclaw can breathe air and water.

ACTIONS

Multiattack. The mudclaw makes two attacks with its pincers.

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 5) slashing damage.

Muddy Spew. The mudclaw spews forth a wave of liquid mud in a 20 ft cone. Each creature within the cone must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage, falls prone, and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and is not knocked prone or blinded.

Young Mudclaw

Medium exo-fauna, unaligned

Armor Class 14 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-3)	11 (+0)	6 (-2)

Saving Throws Str +4, Con +4
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Amphibious. The mudclaw can breathe air and water.

ACTIONS

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Muddy Spew. The mudclaw spews forth a wave of liquid mud in a 15 ft cone. Each creature within the cone must make a DC 11 Dexterity saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and falls prone. On a successful save, a creature takes half as much damage and is not knocked prone.

SCORPINOX

In the dark of night, chitinous predators flying on membranous wings search for unwitting prey. Scorpinox tackle their prey from above, paralyzing them with venom from the stinger at the end of their long segmented tail. They feed on the blood of their paralyzed victims.

Scorpinox

Medium exo-fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 10 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-3)	14 (+2)	6 (-2)

Saving Throws Dex +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:*7 (1d10 + 2) piercing damage. The target must make a DC 12 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns.

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is paralyzed. *Hit:* 7 (1d6 + 4) piercing damage, and the scorpinox attaches to the target. While attached, at the start of each of the scorpinox's turns, the target loses 7 (1d6 + 4) hit points due to blood loss.

The scorpinox can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies.

ASTRAL BEHEMOTH

These colossal monstrosities roam the galaxy in search of aetherium repositories to feed upon. Astral behemoths are most often found nesting among asteroid clusters or in the hearts of comets, where, provided there is enough aetherium to feed upon, they can grow as large as the largest of starships.

A fully grown astral behemoth is capable of interstellar travel by burning aether energy within its body to reach a state similar to a starship hyperdrive state. It then enters a state of hibernation as its body hurls through the galaxy like a biological asteroid until it senses an aether source large enough to feed upon or, better yet, large enough to nest in.

Hatchling Astral Behemoth

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed Speed 30 ft., Space Flight 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	28 (+4)	5 (-3)	10 (+0)	7 (-2)

Saving Throws Str +6, Con +6
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks; plasma
Condition Immunities deafened
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Aether Sense. The astral behemoth can sense any aether source, including aether-powered weapons and vehicles within 100 ft of it. The astral behemoth treats these sources as if it had truesight.

Magic Weapons. An astral behemoth's weapon attacks are magical.

ACTIONS

Multiattack. The astral behemoth makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Young Astral Behemoth

Huge monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft., Space Flight 150 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	24 (+7)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Str +12, Con +12
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks; plasma
Condition Immunities deafened
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 13 (10,000 XP)

Aether Sense. The astral behemoth can sense any aether source, including aether-powered weapons and vehicles within 500 ft of it. The astral behemoth treats these sources as if it had truesight.

Magic Weapons. An astral behemoth's weapon attacks are magical.

Legendary Resistance (1/day). If the astral behemoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The astral behemoth makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the astral behemoth can't claw another target with this claw.

LEGENDARY ACTIONS

The monster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Claw. The astral behemoth makes one claw attack.

Aether Absorption (costs 3 actions). The astral behemoth opens its voluminous mouth and begins to suck in all aether energy in a 50-foot radius sphere centered on itself. All aether sources within this area are defunct and cease all function until the end of the astral behemoth's next turn. This includes aether-powered weapons. Furthermore, the astral behemoth heals 1d8 hit points for every source of aether within this radius.

Adult Astral Behemoth
Colossal monstrosity, unaligned

Armor Class 28
Hit Points 624 (32d20 + 288)
Speed Speed 15 ft., Atmosphere Flight 1250 ft, Space Flight 2500 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	7 (-2)	15 (+2)	12 (+1)

Saving Throws Str +19, Con +18
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, petrified, prone
Senses darkvision 120 ft., truesight 120 ft., passive Perception 12
Languages -
Star Combat Rating 17

Aether Sense. The astral behemoth can sense any aether source, including aether-powered weapons and vehicles within 20,000 ft of it. The astral behemoth treats these sources as if it had truesight.

Magic Weapons. An astral behemoth's weapon attacks are magical.

Legendary Resistance (3/day). If the astral behemoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The astral behemoth makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 500 ft., one target. *Hit:* 52 (4d20 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 500 ft., one target. *Hit:* 49 (6d12 + 10) slashing damage. If the target is a Gigantic or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the astral behemoth can't claw another target with this claw.

LEGENDARY ACTIONS

The astral behemoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The astral behemoth regains spent legendary actions at the start of its turn.

Claw. The astral behemoth makes one claw attack.

Teleport (Costs 2 points). The astral behemoth teleports to an unoccupied space it can see within 10,000 feet of itself.

Aether Absorption (Costs 3 actions). The astral behemoth opens its voluminous mouth and begins to suck in all aether energy in a 500-foot radius sphere centered on itself. All aether sources within this area are defunct and cease all function until the end of the astral behemoth's next turn. This includes aether-powered weapons. Furthermore, the astral behemoth heals 10 (1d20) hit points for every source of aether within this radius.

AUTOMATON

Robotic machines powered by advanced computer programming pervade Draken Star society. From security to service jobs, automatons can be found anywhere humanoids have come to inhabit. Without these cold, mindless machines, sometimes built in the image of the humanoids who make them, many of the harshest and most difficult jobs would go unfulfilled, and, some say, society itself would cease to function.

Excavator Automaton
Large construct, unaligned

Armor Class 18
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	6 (-2)

Saving Throws Str +8, Con +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The automaton makes two adamantine pick attacks.

Adamantine Pick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Thermal Discharge (recharge 5-6). The Excavator Automaton can expose its internal power source, causing a heat wave in a 15-foot radius around it. Each creature in the area must make a DC 14 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Security Automaton (Android)

Medium construct, unaligned

Armor Class 15
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Str +5
Skills Athletics +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

ACTIONS

Plasma Autogun. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) plasma, laser, or high-impact damage. The damage type for this attack must be decided by the GM and cannot be changed after it is decided.

Aether Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Security Automaton (Felidroid)

Large construct, unaligned

Armor Class 16
Hit Points 57 (6d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Dex +4
Skills Athletics +5, Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Pounce. If the automaton moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must make a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage or 19 (3d10 + 3) piercing damage if the target is prone.

Soldier Automaton

Medium construct, unaligned

Armor Class 17
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	13 (+1)	16 (+3)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Str +6, Con +5
Skills Athletics +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

ACTIONS

Multiattack. The automaton makes two attacks with either its aether blade or assault arbalest.

Aether Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Assault Arbalest. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) plasma, laser, or high-impact damage. The damage type for this attack must be decided by the GM and cannot be changed after it is decided.

CHRYSONIDS

These arachnid-like creatures are able to absorb different energy types and store them in their crystalline exoskeletons. Highly adaptable, chrysonids can be found anywhere that stable energy sources exist, be they electrical networks, natural thermal vents, arcane energy fields, or rich aetherium veins. The type of energy a chrysonid has adapted to feed upon influences its abilities and behavior.

C

Voltic Stalker

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft., Climb 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	6 (-2)	13 (+1)	7 (-2)

Saving Throws Dex +5
Skills Acrobatics +5, Perception +3, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Energy Sense. The voltic stalker can sense electrical energy sources within 100 feet of itself.

Spider climb. The voltic stalker can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Volt Absorb. If the voltic stalker is hit by an attack or spell that deals lightning damage, its Discharge Burst action automatically recharges.

ACTIONS

Multiattack. The voltic stalker makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Discharge Burst (recharge 5-6). The voltic stalker can release a burst of electrical energy in a 15-foot radius around it. Each creature in the area must make a DC 12 Constitution saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails this save is also stunned until the end of their its turn.

Cryo Creeper

Large monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Con +6
Skills Acrobatics +6, Perception +4, Stealth +6
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Infravision. The cryo creeper can sense the heat signatures of creatures and objects warmer than 32 degrees Fahrenheit (0 degrees Celsius) within 100 feet of itself that are not obscured by total cover.

Spider climb. The cryo creeper can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Ice Body. The cryo creeper has advantage on stealth checks to hide and move silently on snow or icy terrain. Furthermore, the creeper cannot fall prone due to slipping on snow or icy terrain.

ACTIONS

Multiattack. The cryo creeper makes three bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) cold damage.

Cryo Breath (recharge 5-6). The cryo creeper exhales a frosty wind in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) cold damage and has their speed reduced to 10 feet. On a failed save, the target takes half as much damage on a successful one, and their speed is not reduced.

Thermal Hunter

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Dex +7, Con +6
Skills Acrobatics +7, Athletics +6, Perception +5, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP)

Infravision. The thermal hunter can sense the heat signatures of creatures and objects warmer than 32 degrees Fahrenheit (0 degrees Celsius) within 100 feet of itself that are not obscured by total cover.

Spider climb. The thermal hunter can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Fire Absorb. If the thermal hunter is hit by an attack or spell that deals fire damage, its Searing Rays action automatically recharges.

ACTIONS

Multiattack. The thermal hunter makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) fire damage.

Searing Rays (recharge 5-6). The thermal hunter fires three rays of burning heat from its eyes. It can target one creature or multiple that it can see within 120 feet. Each creature targeted by a ray must make a DC 16 Dexterity saving throw for each ray targeting them, taking 17 (5d6) fire damage per ray on a failed saving throw. Any creature hit by a ray is also lit on fire and suffers 3 (1d6) fire damage at the start of their next turn unless an action is taken to put out the flame beforehand.

Mystic Trapper

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 123 (13d12 + 39)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	16 (+3)	15 (+2)	9 (-1)

Saving Throws Dex +9, Wis +6
Skills Acrobatics +9, Perception +6, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed
Senses darkvision 120 ft., truesight 10 ft., passive Perception 16
Languages Common, Primordial, telepathy 60 ft.
Challenge 10 (5,900 XP)

Spider climb. The mystic trapper can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Innate Spellcasting. The mystic trapper's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *color spray (as 3rd-level spell), invisibility, mirror image*
3/day each: *confusion, dominate person, fear, hallucinatory terrain, hold monster, hypnotic pattern, phantasmal killer*

ACTIONS

Multiattack. The mystic trapper makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) psychic damage.

Psychic Feeding (recharge 5-6). The mystic trapper targets one creature it can see within 90 feet of it. The target must make an Intelligence saving throw (DC 18) or take 17.5 (5d6) psychic damage, and the trapper heals an amount of hit points equal to the damage dealt to the target. Furthermore, the target becomes charmed for 1 minute. While charmed in this way, the target becomes hostile to any creature hostile to the mystic trapper and will move toward and attack the nearest of these creatures on their turn. The target can attempt the saving throw again at the end of their subsequent turns. If the target takes damage while charmed in this way, it is no longer charmed. A creature charmed by this attack is immune to being charmed again by this attack for 24 hours.

Ethereal Lurker
Huge monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	9 (-1)	16 (+3)	12 (+1)

Saving Throws Con +8, Wis +7, Cha +5
Skills Acrobatics +9, Athletics +7, Perception +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities blinded, frightened, grappled, restrained
Senses darkvision 120 ft., truesight 60 ft., passive Perception 17
Languages —
Challenge 12 (8,400 XP)

Spider climb. The ethereal lurker can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Ethereal Jaunt. As a bonus action, the ethereal lurker can magically shift from the Material Plane to the Ethereal Plane or vice versa.

Incorporeal Movement. The ethereal lurker can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The ethereal lurker makes three bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) radiant damage.

Blinding Radiance (recharge 5-6). The ethereal lurker bursts with a blinding radiant light. All creatures within a 30-foot radius of the ethereal lurker must make a DC 17 Constitution saving throw, taking 36 (8d8) radiant damage and becoming blinded for 1 minute on a failed save, or half as much damage on a successful one. A creature blinded in this way can repeat the saving throw at the end of their subsequent turns.

CHIMERIC BEASTS

The extreme environments of some planets have given birth to certain mega-predator species known as Chimeric Beasts. Whether these creatures came about due to cross-species breeding and natural selection or exposure to powerful arcane or aetherium energies is unknown. However, these exo-fauna exhibit combined traits of some of the galaxy's most successful predators. Horns, fangs, claws, wings, spines, scales, and tentacles. Chimeric beasts combine any number of these traits and often dominate their territories with them.

COEURL

At a glance, species within the coeurl category might appear like a panther, leopard, or other sizeable feline beast, but only at a glance. These powerful predators tend to have a combined physiology of feline and cephalopod. The average coeurl has a body similar to a jaguar with a head or face of a squid or nautiloid. On the sides of its cephalopodic face, two enormous whisker-like tentacles stretch the length of its body and are ended with barbed suckers through which they feed. Furthermore, many coeurl produce a powerful electrical energy within their body that they can weaponize.

Coeurl
Large Eeo-fauna, unaligned

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 45 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+2)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +6, Con +5
Skills Acrobatics +6, Athletics +5, Perception +4, Stealth +6
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 4 (1,100 XP)

Lightning Aura. A creature within 5 feet of the coeurl takes 5 (1d10) lightning damage whenever it hits it with a melee attack.

ACTIONS

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) piercing damage, and the target is grappled (escape DC 13) if it is a medium or smaller creature. Until this grapple ends, the target is restrained, and the coeurl can't use the same tentacle on another target. The coeurl has two tentacles.

Drain. One creature grappled by a tentacle of the coeurl must make a DC 13 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the coeurl regains half as many hit points.

Blaster (recharge 5-6). The coeurl's eyes shine brightly before a laser-like energy blasts at a target they can see within 90 feet of it. The targeted creature must succeed on a DC 13 Constitution save. On a failed save, the target takes 11 (2d10) lightning damage and is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success

Ice Spine

This enormous mega-predator has biology similar to that of a walrus, a polar bear, and a dragon merged into one monstrous form. Ice spines can only be found in frigid regions lurking beneath the frozen surfaces of large bodies of water.

Ice Spine

Huge exo-fauna, unaligned

Armor Class 17 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	6 (-2)	13 (+1)	7 (-2)

Saving Throws Str +8, Con +7
Skills Athletics +8, Perception +4, Survival +4
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Amphibious. The ice spine can breathe air and water.

Actions

Multiattack. The ice spine makes three attacks: one with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 1d8 cold damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must make a DC 15 Constitution saving throw or be knocked prone.

Snow Breath (Recharge 5–6). The ice spine exhales a blast of frost in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) cold damage and becoming restrained for 1 minute on a failed save, or half as much damage on a successful one. A restrained creature can repeat the saving throw at the end of its turn to end the condition.

Horned Tyrant

Horned Tyrants are the quintessential chimeric beast. They are massive, muscular, canine-esque creatures with hairless, leathery skin, two bull-like horns, and long flowing manes. Their backs may also be lined with spines or membranous fins. Horned tyrants also have long muscular tails. The horned tyrant is marked by its utter fearlessness and fierce territorial tendencies.

Horned Tyrant

Huge exo-fauna, unaligned

Armor Class 18 (natural armor)
Hit Points 199 (19d12 + 76)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +10, Con +8, Cha +4
Skills Athletics +10, Perception +6, Survival +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)

Magic Resistance. The horned tyrant has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The horned tyrant makes two attacks: one with its horns and one with its claws.

Horns. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the tyrant moved at least 20 feet in a straight line toward the target immediately before the hit, the target takes an extra 11 (2d10) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage, and the target must make a DC 19 Strength saving throw or be pushed 20 feet and knocked prone.

Tarragon

Tarragon are related to horned tyrants, sharing many of the canine-esque monster's physical features. But with large leathery wings and a breath attack of their own, some have speculated that tarragon may be the end result of horned tyrant and draconic genetics intermingling over the course of millennia.

Tarragon
Huge exo-fauna, unaligned

Armor Class 18 (natural armor)
Hit Points 241 (21d12 + 105)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Str +11, Con +9, Cha +5
Skills Athletics +11, Perception +6, Survival +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP)

Magic Resistance. The tarragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The tarragon makes two attacks: one with its horns and one with either its claws or wings.

Horns. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the tarragon has moved at least 20 feet in a straight line toward the target immediately before the hit, the target takes an extra 11 (2d10) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage, and the target must make a DC 19 Strength saving throw or be pushed 20 feet and knocked prone.

Wings. The tarragon beats its wings. Each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The tarragon can then fly up to half its flying speed.

Flare Breath (Recharge 5-6). The tarragon exhales a fire-like blast of energy in a 90-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) plasma damage on a failed save, or half as much damage on a successful one.

TYPHONIC MONSTER

No exo-fauna is as feared as the typhonic monster. The ultimate chimeric beast, it bears characteristics of apex predator's across the galaxy. It is said to be the deadliest predator nature has ever produced. And some say this monster is anything but natural.

Typhonic Monster
Gargantuan exo-fauna, unaligned

Armor Class 19 (natural armor)
Hit Points 346 (21d20 + 126)
Speed 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	23 (+6)	7 (-2)	17 (+3)	14 (+2)

Saving Throws Str +13, Dex +7, Con +11, Wis +8, Cha +7
Skills Acrobatics +7, Athletics +13, Intimidation +7, Perception +8, Survival +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages —
Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If the typhonic monster fails a saving throw, it can choose to succeed instead.

Magic Resistance. The typhonic monster has advantage on saving throws against spells and other magical effects.

Siege Monster. The typhonic monster deals double damage to objects and structures.

Keen smell. The typhonic monster has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The typhonic monster makes four attacks: one each with its bite, claws, tentacles, and wings.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage and the target must make a DC 19 Strength saving throw or be pushed 20 feet and knocked prone.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., *Hit:* 17 (3d6 + 7) bludgeoning damage, and if the target is a Large or smaller creature it is grappled (escape DC 19). Until this grapple ends, the target is restrained and takes 17 (3d6 + 7) bludgeoning damage at the start of each of its turns. The typhonic monster can have up to two creatures constricted.

Wings. The typhonic monster beats its wings. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage and be knocked prone. The typhonic monster can then fly up to half its flying speed.

LEGENDARY ACTIONS

The monster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Detect. The typhonic monster makes a Wisdom (Perception) check.

Bite. The typhonic monster makes a bite attack.

Roar of Terror (Costs 3 actions). Each creature that is within 120 feet of the typhonic monster and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the typhonic monster's roar of terror for the next 24 hours.

CHTHONIANS

The tentacle-draped visages and milky white ovoid eyes of the chthonians might mark its alien biology as what it is, but this is merely a distinction of physical characteristics. The true otherworldly nature of the chthonian is not found in its cephalopodic appearance but in its psychology. The division between past and present is almost non-existent to chthonians as they experience things as if they are both currently happening and have already happened. Furthermore, their advanced brains are capable of psionic wonders unattainable to other species.

Chthonian Ardent

Medium humanoid, any alignment

Armor Class 16 (Augmented KAM Bodysuit)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	20 (+4)	16 (+3)	15 (+2)

Saving Throws Int +9, Wis +7, Cha +6
Skills Arcana +9, Deception +6, History +9, Insight +7, Persuasion +6
Damage Resistances psychic
Senses darkvision 60 ft., passive Perception 13
Languages Deep Speech, Universal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Mental Discipline. The chthonian ardent has advantage on saving throws against being charmed and has resistance against psychic damage.

Spellcasting. The chthonian ardent is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The ardent has the following spells prepared:

Cantrips (at will): *eldritch blast, mage hand, minor illusion*
1st level (4 slots): *bane, charm person, command, hideous laughter, shield*
2nd level (3 slots): *enthrall, hold person, mirror image*
3rd level (3 slots): *fear, major image, slow*
4th level (3 slots): *confusion, phantasmal killer*
5th level (2 slots): *dominate person, hold monster, telekinesis*
6th level (1 slot): *eyebite*

ACTIONS

Multiattack. The chthonian ardent can make two attacks; either one with its telekinetic hold and one with its psychic drain attack or two telekinetic hold attacks.

Telekinetic Hold. The chthonian assails the mind of another creature it can see within 60 feet of it. The target must make a DC 15 Intelligence saving throw or suffer 15 (4d4+5) psychic damage and is restrained until the end of their next turn.

Psychic drain. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature that is restrained. *Hit:* 14 (4d6) psychic damage and the chthonian ardent heals an amount of hit points equal to the damage of this attack.

Chthonian Psion

Medium humanoid, any alignment

Armor Class 15 (KAM Fiber Bodysuit)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Int +7, Wis +5
Skills Arcana +7, Deception +5, History +7, Insight +5, Persuasion +5
Damage Resistances psychic
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech, Universal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Mental Discipline. The chthonian psion has advantage on saving throws against being charmed and has resistance against psychic damage.

Spellcasting. The chthonian psion is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The psion has the following spells prepared:

Cantrips (at will): *eldritch blast, mage hand, minor illusion*
1st level (4 slots): *bane, charm person, command, hideous laughter, shield*
2nd level (3 slots): *enthrall, hold person, mirror image*
3rd level (3 slots): *fear, major image, slow*
4th level (3 slots): *confusion, phantasmal killer*
5th level (1 slot): *dominate person, telekinesis*

ACTIONS

Telekinetic Hold. The chthonian assails the mind of another creature it can see within 60 feet of it. The target must make a DC 15 Intelligence saving throw or suffer 11 (3d4+4) psychic damage and is restrained until the end of their next turn.

Mind Rend. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) psychic damage.

Chthonian Soulblade
Medium humanoid, any alignment

Armor Class 14 (KAM Fiber Bodysuit)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Int +4, Wis +3
Skills Acrobatics +5, Insight +3, Stealth +5
Damage Resistances psychic
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Universal, telepathy 60 ft.
Challenge 2 (450 XP)

Mental Discipline. The chthonian soulblade has advantage on saving throws against being charmed and has resistance against psychic damage.

Spellcasting. The chthonian soulblade is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *mage hand*
1st level (3 slots): *charm person, command, shield*

ACTIONS

Telekinetic Hold. The chthonian assails the mind of another creature it can see within 60 feet of it. The target must make a DC 13 Intelligence saving throw or suffer 7 (2d4+2) psychic damage and is restrained until the end of their next turn.

Soulblade. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d8) psychic damage. If the soulblade is dropped or thrown, it dissipates at the end of the chthonian's turn. Thereafter, the chthonian can use a bonus action to cause the soulblade to reappear in its hand.

PSI-HOUND

These hairless canine-esque aberrations serve as war hounds for the chthonians. Psi-hounds feed off of psionic energy and only the chthonians have succeeded in their complete domestication.

Psi-hound
Medium aberration, unaligned

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	7 (-2)	13 (+1)	10 (+0)

Saving Throws Int +0, Wis +3
Skills Investigation +0, Perception +3
Damage Resistances psychic
Condition Immunities blinded
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Hearing and Smell. The psi-hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mental Fortitude. The psi-hound has advantage on saving throws against being charmed or frightened, and magic can't put the psi-hound to sleep.

ACTIONS

Multiattack. The psi-hound makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) psychic damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage and an extra 5 (2d4) slashing damage if the target is prone.

Cimmerians

Deep within the Voidharrow at the outer region of the fiendish star system of Nessus is Interitus, the Dead World. The light hardly touches the dark planet; there is no atmosphere, and absolutely no life can survive here. It is here that the undead fiends known as Cimmerians rule. Cimmerians are entities composed of entropic death and their only wish is for all of the universe to join them in their dark and empty existence.

Myling

These shadow-like fiends lure their victims into dark, secluded locations by mimicking the silhouettes and sounds of children in need of help. Once lured, they grapple their victims from behind, draining their life force and reducing their corpses to a shambling zombie. In the light, a myling's true form is revealed as a being of pure darkness in the shape of a small imp with eyes of shining white.

Baitala

Mortals that served Ahriman faithfully in life may find themselves transformed into members of his undead legion, footsoldiers known as baitala. Like ghouls with leathery gargoyle wings, baitala hunger for flesh and blood. A hunger that can never be sated.'

Myling

Small fiend (undead), neutral evil

Armor Class 13
Hit Points 49 (11d6 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Deception +5, Persuasion +5, Stealth +5
Damage Resistances acid, cold, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, exhaustion, grappled, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 12
Languages Cimmerian, Universal
Challenge 3 (700 XP)

Incorporeal Movement. The myling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the myling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Blend. While in dim light or darkness, the myling can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the myling uses a bonus action to end it or until the myling attacks, is in bright light, or is incapacitated.

Undead Maker. A creature that dies as a result of the myling's life drain immediately becomes a zombie in service to the myling. This does not affect celestials, constructs, fiends, plants, or undead.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Baitala

Medium fiend (undead), neutral evil

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +7, Cha +7
Skills Acrobatics +7, Deception +7, Intimidation +7, Persuasion +7, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Cimmerian, Universal
Challenge 6 (2,300 XP)

Magical Resistance. The baitala has advantage on saving throws against spells and other magical effects.

Magic Weapons. The baitala's weapon attacks are magical.

Actions

Multiattack. The baitala makes two attacks: one with its claw and one with its flesh-rending bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Flesh-rending bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature, *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the baitala regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Daimones

Cultists of Ahriman serve him in ways both subtle and cunning. Seducing mortals to his dark path through temptation and greed. Those most talented in the art of mesmerizing followers to Ahriman's cause may find their service continued into the next life as daimones. Daimones take on illusory forms of beautiful humanoids, hiding their emaciated and decrepit true forms. They seek out the powerful and influential among mortalkind in order to seduce them and their followers into Ahriman's thrall before ultimately consuming their life force and reaving their souls.

Daimones

Medium fiend (undead), neutral evil

Armor Class 19 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Int +7, Cha +9
Skills Deception +9, Insight +7, Persuasion +9, Sleight of Hand +9, Stealth +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Cimmerian, Universal
Challenge 11 (7,200 XP)

Innate Spellcasting. The daimones' spellcasting ability is Charisma (spell save DC 17). The daimones can innately cast the following spells, requiring no material components:

At will: *charm person, suggestion, vampiric touch(4th level)*
1/day: *blight, dominate person, seeming*

Magical Resistance. The daimones has advantage on saving throws against spells and other magical effects.

Magic Weapons. The daimones' weapon attacks are magical.

Shapechanger. The daimones can use its action to polymorph into a form that resembles a humanoid or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Devouring Kiss. One creature within 5 feet of the daimones must make a DC 17 Charisma saving throw. On a failure, the target takes 24 (7d6) necrotic damage, and its Strength is reduced by 3 (1d6). On a success, the target takes half the damage, and its Strength isn't reduced. This reduction lasts until the target finishes a long rest. The target dies if its Strength is reduced to 0. A creature charmed by the daimones automatically fails the saving throw and remains charmed even after taking damage from this attack.

Draguls

The chosen of Ahriman, draguls are the most powerful of his cimmerian servants. Great undead fiends with a voracious hunger for all living creatures. Most dragul are entombed within the Mausoleum Oblivion, where the spirits of the dead endlessly toil and tend to their tombs as they await Ahriman's call to finally consume the galaxy. Those who are active command untold legions of undead and fiends and work towards growing their following so that Ahriman's great oblivion may come sooner.

Dragul

Huge fiend (undead), neutral evil

Armor Class 18 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	20 (+5)	23 (+6)

Saving Throws Dex +10, Con +12, Int +10, Wis +11, Cha +12
Skills Acrobatics +10, Athletics +11, Deception +12, Insight +11, Perception +11, Persuasion +12, Sleight of Hand +10, Stealth +10
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 21
Languages Cimmerian, Universal
Challenge 17 (18,000 XP)

Life Eater. A creature reduced to 0 hit points from damage dealt by the dragul dies and can't be revived by any means save for a wish spell.

Keeper of the Dead. While within 30 feet of the dragul, any undead ally of the dragul makes saving throws with advantage, and that ally regains 3 (1d6) hit points whenever it starts its turn there.

Magical Resistance. The dragul has advantage on saving throws against spells and other magical effects.

Magic Weapons. The dragul's weapon attacks are magical.

Actions

Multiattack. The dragul makes two soul reave attacks or one soul reave attack and summon undead.

Soul Reave. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (5d8 + 6) necrotic damage. The target must succeed on a DC 20 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Summon Undead (1/day). Up to five undead creatures of CR 1 or lower appear in unoccupied spaces within 30 feet of the dragul and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn.

Necro Bolts. *Ranged Spell Attack:* +12 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage.

AHRIMAN

Ruling over the dead world of Interitus is the Lord of Hell known as Ahriman. Ahriman is an enigmatic and mysterious figure whose visage has never been seen by any alive today. He rules from deep within the Mausoleum Oblivion, where the spirits of the dead endlessly toil and tend to the tombs of Ahriman's chosen. His one and only aim is to reduce the galaxy to a cold and dead realm only inhabited by the undead.
He appears as a phantom adorned in robes of perfect dark. Upon his face, he wears a mask carved from the skeletal remains of some long-dead and forgotten god. Ruination, the Mask of Dust and Bones is an object bereft of ornamentation or conceit, devoid of any design or flaw. Those who look upon it are inevitably drawn to the empty black holes that serve as eyes to its wearer.

Ahriman

Huge fiend (undead), neutral evil

Armor Class 23 (natural armor)
Hit Points 464 (32d12 + 256)
Speed 45 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	26 (+8)	28 (+9)	26 (+8)	28 (+9)

Saving Throws Str +12, Dex +15, Con +16, Int +17, Wis +16, Cha +17
Skills Arcana +17, Deception +17, Insight +16, Intimidation +17, Investigation +17, Perception +16, Persuasion +17, Sleight of Hand +15, Stealth +15
Damage Resistances cold, fire, lightning, psychic, radiant
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Aura of Decay. Any creature that starts its turn within 30 feet of Ahriman must succeed on a DC 24 Constitution saving throw or take 14 (4d6) necrotic damage and grant Ahriman advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Lord of the Dead. While within 30 feet of Ahriman, any undead ally of the in service to him makes saving throws with advantage, and that ally regains 5 (1d10) hit points whenever it starts its turn there.

Magical Resistance. Ahriman has advantage on saving throws against spells and other magical effects.

Service in Death. A creature reduced to 0 hit points from damage dealt by Ahriman, including his aura of decay, dies and can't be revived by any means save for a wish spell. Additionally, they rise up as baitala under Ahriman's control in the initiative order they had in life.

Legendary Resistance (3/day). If Ahriman fails a saving throw, he can choose to succeed instead.

Ruination, Mask of Dust and Bones. Ahriman wears the magical artifact Ruination, and gains the following abilities:

Conjure the Dead (1/day). Ahriman can use an action to conjure shadows and specters, calling forth as many of them as can be divided among 400 hit points, each undead having average hit points. The undead magically form in unoccupied spaces within 300 feet of Ahriman and obey his commands until they are destroyed or, after 24 hours, evaporate into nothing.

The mask has 10 charges. While wearing it, Ahriman can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 24) from it: vampiric touch (1 charge), speak with dead (1 charge), insect plague (2 charges), disintegrate (3 charges), finger of death (4 charges) and power word kill (5 charges). The mask regains 1d6 + 4 expended charges daily at dawn.

ACTIONS

Multiattack. Ahriman makes three attacks.

Orb of Oblivion. *Ranged Spell Attack:* +17 to hit, range 90/180 ft., one target. *Hit:* 32 (5d12) necrotic damage.

Lash of Enveneration. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 29 (5d8 + 7) necrotic damage. The target must succeed on a DC 24 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

I Am Become Death (Recharge 6). Ahriman chooses a point he can see within 120 feet of him. A 30-foot-tall cylinder with a 40-foot radius centered on this point becomes obscured by magical darkness and lasts for 1 hour. A creature with darkvision cannot see through this darkness, and nonmagical light can't illuminate it, but undead creatures' vision is unaffected. Any creature that starts its turn inside this area must make a DC 24 Constitution saving throw or take 26 (4d12) necrotic damage and become paralyzed until the end of its next turn. A paralyzed creature within this darkness must also make death saving throws as if it is at 0 hit points. A creature that fails three death saving throws within this area dies instantly and a creature cannot become stable by succeeding on these death saving throws. Undead are unaffected by this.

If Ahriman uses this ability again, the zone of darkness previously laid down by this attack disappears.

LEGENDARY ACTIONS

Ahriman can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ahriman regains spent legendary actions at the start of his turn.

Orb. Ahriman can make an Orb of Oblivion attack.

Teleport. Ahriman teleports to an unoccupied space he can see within 40 feet.

Antilife Shell (3 points). Ahriman casts the spell *antilife shell* centered on himself. Its effects only last until the start of his next turn.

REGIONAL EFFECTS

The region containing Ahriman's lair is warped by the his presence, which creates one or more of the following effects:

- All things within a 6-mile radius of Ahriman's lair experience accelerated aging. Plants wither, metal rusts, wood rots. All plants and small animals die after 24 hours of exposure to the area. All other things, living and non-living, age one year for every 24 hours spent within the lair's aura.
- All non-magical light sources, including fire and electrical sources, are snuffed out within a 6-mile radius of Ahriman's lair. Furthermore, all magical light sources are dimmed. Bright light becomes dim light and dim light becomes darkness.

If Ahriman dies, these effects fade over the course of 3d10 days.

LAIR ACTIONS

When fighting inside Ahriman's lair, the Mausoleum Oblivion, he can invoke the ambient magic within it to take lair actions.

On initiative count 20 (losing initiative ties), Ahriman can take one lair action to cause one of the following effects:

- Tortured spirits of the dead appear and attack up to three creatures Ahriman can see within the lair. One attack is made against each targeted creature; each attack has +15 to hit and does 19 (3d12) necrotic damage.
- Ahriman extinguishes all light sources within the lair. Spells that create light are dispelled, mundane light sources are extinguished, and magical light sources are suppressed. Even light created by artifacts is reduced to dim light with half its normal radius of illumination. This lasts until initiative count 20 on the following round.
- Ahriman can pull the necrotic energy from undead within the lair into himself. The undead within 100 feet of Ahriman take 21 (6d6) damage, spread evenly between the undead, and healing Ahriman.

The monster can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

CYBER FEDERATION FORCES

As one of the major galactic powers, the Cyber Federation of Mechanix has an impressive military presence. The dwarven and gnomish technologies available to these forces set them apart from other militaries.

Cyber Federation Gunner

Medium humanoid, any alignment

Armor Class 14 (Augmented KAM Bodysuit)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +4
Senses darkvision 60 ft., passive Perception 11
Languages Dwarvish, Gnomish, Universal
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The gunner makes two melee attacks with its shock blade, or two ranged attacks with its assault arbalest.

Shock Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d4+2) lightning damage.

Assault Arbalest. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) laser damage.

Cyber Federation Heavy Gunner

Medium humanoid, any alignment

Armor Class 16 (Heavy Lattice Armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +6, Con +4
Skills Athletics +6
Senses darkvision 60 ft., passive Perception 12
Languages Dwarvish, Gnomish, Universal
Challenge 2 (450 XP)

Heavy Artillery. When making a ranged weapon attack using a weapon that has the Heavy and Two-Handed traits, the heavy gunner can choose to use their Strength modifier instead of Dexterity to determine their bonus to hit and damage.

ACTIONS

Multiattack. The gunner makes two melee attacks with its war hammer, or two ranged attacks with its Heavy Auto-Cannon.

Superkinetic War Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) high impact damage.

Heavy Auto-Cannon. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 10 (1d12 + 4) laser damage.

Spray and Pray. The heavy gunner rains down a hail of gunfire in a 20-foot square centered on a point they can see within range (80/320 feet). Each creature within the square must make a DC 14 Dexterity saving throw taking 1d8+4 laser damage on a failed saving throw.

Cybersoul Elite
Medium construct, any

Armor Class 17 (CA-Guardsuit)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Con +5, Int +4
Skills Athletics +6, Investigation +4, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Dwarvish, Gnomish, Universal
Challenge 4 (1,100 XP)

Construct Body. The cybersoul elite does not require food or water, does not need to breathe, and cannot be put to sleep by magical means. In addition, it is immune to disease.

Magitech Barrier. The cybersoul elite has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The elite makes two melee attacks with its Voltic Glaive or two ranged attacks with its magitech cannon.

Voltic Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) lightning damage.

Magitech Cannon. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 21 (4d8 + 3) laser damage, and the target is knocked prone.

Mechsuit Mobilist
Large construct, any

Armor Class 18 (Fortress Plate)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+3)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Str +8, Con +7
Skills Athletics +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Gnomish, Universal
Challenge 7 (2,900 XP)

Magitech Barrier. The mechsuit mobilist has advantage on saving throws against spells and other magical effects.

Humanoid Pilot. The mechsuit mobilist is piloted from inside by a CF gunner or CF heavy gunner (GM's discretion). As an action, the pilot can eject themselves from the mechsuit, falling prone in a space within 5 feet of the mech. If the mechsuit is reduced to 0 hit points the pilot is ejected immediately.

ACTIONS

Multiattack. The mechsuit makes two melee attacks with its aether megablade, or two ranged attacks with its magitech cannon.

Aether Megablade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) plasma damage.

Magitech Cannon. *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. *Hit:* 23 (4d8 + 5) laser damage, and the target is knocked prone.

Micro Missile Cannonade (Recharge 6). As an action, the mechsuit initiates a barrage of small projectiles on a single target that it can see within 300 feet of it. The target must make a Dexterity saving throw DC 15, taking 22 (5d8) high-impact damage on a failed save, and half as much on a successful save. All creatures within 10 feet of the target must also make the same saving throw, taking half damage on a failed save.

DAEMONS

Beings of chaos and evil combined, the daemons of Silourous are both malicious and violent in nature. They roam the icy blizzard-swept plains of the planet in teeming hordes, attacking and killing other hordes they encounter and soaking the white surface of Silourous with blood. This does not hinder the population growth of the fiends as much as one might think. Fiends slain in this way have their essence reabsorbed by the planet until it coalesces again into the lowest form of daemons called soulspawn, which rise again to join the teeming hordes of Silourous. As daemons survive the endless carnage, they gain power absorbed from their kills and take on more potent forms as they cross certain power thresholds.

SOULSPAWN

The lowest of daemonkind, soulspawn are the result of mortals whose souls have been tainted by foul daemonic corruption. Either by temptation or coercion, mortals consign their souls to the Daemon Queen and her ilk, and those souls are gathered and brought to the planet Silourous, deep in the voidharrow, where they are transformed into the phantasmal daemons known as Soulspawn.

Soulspawn
Small fiend, chaotic evil

Armor Class 13 (natural armor)
Hit Points 40 (9d6 + 9)
Speed 20 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	7 (-2)	12 (+1)	10 (+0)

Saving Throws Dex +4
Skills Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal
Challenge 1 (200 XP)

Magic Resistance. The soulspawn has advantage on saving throws against spells and other magical effects.

Incorporeal Movement. The soulspawn can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Phantasmal Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target must succeed on a DC 10 Wisdom saving throw or take 5 (2d4) psychic damage.

Invisibility. The soulspawn magically turns invisible until it attacks.

Eisdämon
Medium fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	13 (+1)

Saving Throws Con +4, Cha +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal
Challenge 3 (700 XP)

Magic Resistance. The eisdämon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The eisdämon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 13 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) cold damage.

Frost Breath. The eisdämon exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Eisdämon

The most numerous of daemonkind, eisdämon, make up the majority of roaming daemon hordes and of Ledy-anaya the Daemon Queen's forces. These blue-skinned, grotesque fiends are extremely violent, using their icy claws to rip and tear and their frost breath to freeze their prey solid before smashing them to pieces.

Kumadämon

The ferocity of the eisdämon pales in comparison to the voracious fury of the kumadämon. These bear-like fiends command swarms of eisdämon who quiver with fear beneath the blood-dripping maw of their kumadämon masters. Kumadämon constantly seek out stronger souls to devour and grow their own power.

Kumadämon
Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Con +6, Cha +5
Skills Athletics +7, Intimidation +5, Perception +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal
Challenge 6 (2,300 XP)

Magic Resistance. The kumadämon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The kumadämon makes two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Rend Flesh. As a bonus action, the kumadämon tears into an adjacent creature that is prone, inflicting 19 (3d12) slashing damage. The target must succeed on a DC 15 Constitution saving throw or be incapacitated for 1d4 rounds. An incapacitated creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.

Frenzied Feeding. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that is incapacitated. *Hit:* 19 (3d12) piercing damage, and the kumadämon magically regains hit points equal to the damage dealt.

Ia-guraq
Large fiend, chaotic evil

Armor Class 18 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Wis +7, Cha +9
Skills Deception +9, Insight +7, Intimidation +9, Performance +9, Stealth +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Universal, telepathy 120 ft.
Challenge 11 (7,200 XP)

Magic Resistance. The ia-guraq has advantage on saving throws against spells and other magical effects.

Shapechanger. The ia-guraq can use its action to polymorph into a form that resembles an old crone, an elderly male humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The ia-guraq's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*
3/day each: *augury, bestow curse*
1/day each: *conjure elemental (air or ice elemental only), divination, invisibility, ice storm, hallucinatory terrain, wall of ice*

Actions

Multiattack. The ia-guraq makes three attacks; one gaze attack and two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage and 7 (2d6) cold damage.

Gaze of Ill Omen. The ia-guraq targets one creature it can see within 30 feet of it. If the target can see the ia-guraq, the target must succeed on a DC 17 Wisdom saving throw against this magic or take 21 (6d6) psychic damage and then be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Ia-Guraq

Ia-guraq are the soulmongers of daemonkind and the most likely to interact with mortals, making bargains for their souls. Ia-guraq are strange, otherworldly entities that can glimpse possible futures and glean the truth of a creature's fate. They use this knowledge to tempt and trick mortals into seeking their aid. In their natural form, ia-guraq resemble horribly hunched-over humanoids with great antlers protruding from their heads. Their eyes and mouths are oriented vertically, giving them a horrifying visage. But these shapeshifters rarely reveal this true form to mortals, instead taking on the form of wizened, elderly humanoids, usually under the guise of being a beggar, fortune teller, or magical practitioner.

Sunodämon

Queen Ledyanaya's most powerful servants, sunodämon command entire hordes of daemons and answer only to their queen. At a glance and from a distance, these fiends might appear to be beautiful dark-haired humanoids, but a closer look reveals they are anything but. Standing 12 feet tall, these daemons have glowing red eyes and unnaturally pale skin. Their long arms end in icy claws, and their teeth are like needles. Snow and ice swirl about them, moving at their command and freezing and stabbing the sunodämon's foes. Lastly, the sunodämon's long and dark hair moves unnaturally in tendril-like clumps that readily grasp and choke the life out of a sunodämon's target.

Sunodämon
Huge fiend, chaotic evil

Armor Class 20 (natural armor)
Hit Points 231 (22d12 + 88)
Speed 45 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	19 (+4)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +12, Con +10, Wis +10, Cha +13
Skills Acrobatics +12, Deception +13, Insight +10, Intimidation +13, Persuasion +13
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 14
Languages Abyssal, Universal, telepathy 120 ft.
Challenge 17 (18,000 XP)

Fear Aura. Any creature hostile to the sunodämon that starts its turn within 20 feet of the sunodämon must make a DC 21 Wisdom saving throw unless the sunodämon is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the sunodämon's Fear Aura for the next 24 hours.

Magic Resistance. The sunodämon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The sunodämon's spellcasting ability is Charisma (spell save DC 21). The sunodämon can innately cast the following spells, requiring no material components:

At will: *detect magic, ice storm*
3/day each: *hold monster, wall of ice*

Actions

Multiattack. The sunodämon makes four attacks: one with its scream, one with its claw, one with its hair, and one with its gaze.

Scream of Acrimony. The sunodämon emits a terrible scream audible within 300 feet. Creatures within 30 feet of the sunodämon must succeed on a DC 19 Wisdom saving throw or be stunned and deafened until the end of the creature's next turn. A creature can attempt to repeat the saving throw at the start of its next turn, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Strangling Hair. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and automatically takes damage from this attack again on the sunodämon's turn. The sunodämon can have only one creature grappled with its hair at a time.

Icy Gaze. The sunodämon targets one creature it can see within 60 feet of it. The target must succeed on a DC 17 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

Ledyanaya the Daemon Queen

Queen of daemonkind and one of the four lords of hell, Ledyanaya has one goal that defines her: to pervert and corrupt all living things and bring the galaxy under the dominion of daemonkind. Where others may see the virtues of honor, love, and kindness, Ledyanaya sees a disgusting joke. To her, the true nature of all beings is to be ruled by their base desires and carnal instincts, and anything else is to be made a mockery of. Depravity, debauchery, defilement. Seeing the good in the world inverted and perverted is what brings Ledyanaya the greatest joy.

The Daemon Queen stands 15 feet tall with the torso and visage of a blue-skinned female cambion. Her legs are augmented and insectile and her hands end in needle-like claws. Her black horns twist above a harshly beautiful face. She wears clothing made of the black leathered skins of powerful mortals whose souls she has personally claimed, all hemmed in white fur. Upon her brow rests that artifact known as the Caliginous Crown or Diadem of Ice and Sshadow. Formed from the frigid ice found at the bottom of Lake Sarnath and infused with the dark essence of the unnamable monster found in the depths of that stygian sea, the Caliginous Crown is an object of breathtakingly elegant beauty and deep existential dread.

Lair Actions

When fighting inside Ledyanaya's lair, the Soulfrost Palace, she can invoke the ambient magic within it to take lair actions. On initiative count 20 (losing initiative ties), Ledyanaya can take one lair action to cause one of the following effects:

- A cold fog swirls in a 20-foot-radius sphere centered on a point Ledyanaya can see within 120 feet of her. The fog spreads around corners, and the area is lightly obscured. Each creature in the fog must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
- A blisteringly cold wind blows through the lair near Ledyanaya. Each creature within 120 feet of Ledyanaya must succeed on a DC 15 Constitution saving throw or take 10 (2d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Ledyanaya chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the *simulacrum* spell). This simulacrum obeys Ledyanaya's commands and is destroyed on the next initiative count 20.

The monster can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Ledyanaya the Daemon Queen

Huge fiend, chaotic evil

Armor Class 24 (natural armor)
Hit Points 405 (30d12 + 210)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	26 (+8)	20 (+5)	22 (+6)	18 (+4)	26 (+8)

Saving Throws Dex +16, Con +15, Int +14, Wis +12, Cha +16
Skills Acrobatics +16, Arcana +14, Athletics +15, Deception +16, Insight +12, Intimidation +16, Investigation +14, Perception +12, Persuasion +16
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Magic Resistance. Ledyanaya has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Ledyanaya fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Ledyanaya's spellcasting ability is Charisma (spell save DC 23). She can innately cast the following spells, requiring no material components:

At will: *charm person, crown of madness, detect magic, dispel magic, dissonant whispers*
3/day each: *counterspell, darkness, dominate person, eyebite, ice storm, simulacrum, teleport*
1/day each: *dominate monster, greater invisibility*

Magic Weapons. Ledyanaya's weapon attacks are magical.

The Caliginous Crown, Diadem of Ice and Shadow. Ledyanaya wears the magical artifact, The Caliginous Crown, and gains the following abilities:

Mire the Mind. As a bonus action, Ledyanaya channels the darkest emotions and brings them to the forefront of her target's minds. Each creature of Ledyanaya's choice within 60 feet of her must make a DC 18 Charisma saving throw if it can see Ledyanaya. On a failed save, the target is frightened for 1 minute. A target of this effect can repeat the saving throw at the end of its turns, ending the effect on a success.

Frigid magic. All spells Ledyanaya casts that deal cold or psychic damage deal extra damage equal to her proficiency bonus (+6).

ACTIONS

Multiattack. Ledyanaya uses her Heart of Frost. Then she makes two claw attacks and a draining kiss attack.

Heart of Frost. The daemon queen's gaze freezes the very heart of her victim. Ledyanaya chooses a target that she can see within 60 feet of her that can also see her. The target must make a Constitution saving throw (DC 21) or become frozen solid for 1 minute. The frozen target is petrified. the target can repeat the saving throw at the end of its turns, ending the effect on a success.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) slashing damage. If the target is a creature that is large or smaller, it must succeed on a DC 22 Strength saving throw, or be grappled (escape DC 22). Ledyanaya can have only one creature grappled in this way at a time.

Draining Kiss. One creature grappled by Ledyanaya must make a DC 23 Constitution saving throw. On a failed save, the target takes 35 (10d6) cold damage and Ledyanaya regains half as many hit points.

Teleport. Ledyanaya magically teleports, along with any equipment she is wearing and carrying, up to 120 feet to an unoccupied space she can see.

LEGENDARY ACTIONS

Ledyanaya can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Claw. Ledyanaya makes a claw attack.

Cast a Spell (Costs 2 Actions). Ledyanaya uses Spellcasting.

Teleport. Ledyanaya uses her teleport action.

REGIONAL EFFECTS

The region containing Ledyanaya's lair is warped by her presence, which creates one or more of the following effects:

- Once per day, Ledyanaya can alter the weather in a 6-mile radius centered on her lair. She doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Once every 100 feet within 1 mile of the lair, frozen hail falls from the sky. Any creature or object in these areas takes 7 (2d6) cold damage, though it can take this damage no more than once per round.

If Ledyanaya dies, these effects fade over the course of 3d10 days.

DEVILS

In many ways, the devils of Draken Star are as they were before the prime event—tyrannical oppressors of diabolical order. The devils of Kaebooros are a totalitarian society dedicated to the domination of mortal life and the entire galaxy. Under the rule of Archduke Ramazall, the devils seek to amass mortal souls so they might one day bring the entire galaxy to heel. Though many devils of the old world still make up the bulk of devil society today, there are some new types of devils to be found.

CYBER DEVIL

An infernal warrior infused with cybernetic enhancements.

Cyber Devil

Medium fiend, lawful evil

Armor Class 16 (Electroplated Plastron)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Investigation +4, Perception +2, Sleight of Hand +5, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal
Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Self-detonating Core. The mechanism that powers the advanced cybernetics of the devil detonates when the devil dies, projecting a concussive blast and superheated shrapnel. Each creature within 5 feet of the cyber devil, when it dies, must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The devil makes two attacks with either its Flaring Saber or its Magitech Assault Arbalest.

Flaring Saber. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) fire damage.

Magitech Assault Arbalest. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) laser damage plus 3 (1d6) force damage.

Optic Laser. As a bonus action, the devil can fire an optic beam at a target it can see within 120 feet of it. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) laser damage. Alternatively, the devil can utilize the laser as a tool. As a bonus action, the devil can use the optic laser to weld 6 inches of metal together, cauterize a 6-inch or smaller wound, or ignite a piece of flammable material.

MECH DEVIL

As much machine as devil, the mech devil's infernal energy powers its megido chest cannon.

Mech Devil

Large fiend, lawful evil

Armor Class 18 (Fortress Plate)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	16 (+3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +7, Int +6
Skills Athletics +7, Intimidation +4, Investigation +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal
Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Self-detonating Core. The mechanism that powers the advanced cybernetics of the devil detonates when the devil dies, projecting a concussive blast and superheated shrapnel. Each creature within 5 feet of the cyber devil when it is dies must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Adamantine Body. The mech devil is immune to critical hits.

ACTIONS

Multiattack. The devil makes three attacks with either its immolating rays or its Superkinetic Infernal Maul.

Immolating Rays. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (2d6+3) fire damage.

Superkinetic Infernal Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) high impact damage.

Megido Cannon (1/day). The mech devil fires a ball of exploding hellfire from its chest cannon. All creatures within a 20-foot-radius sphere centered on a point the mech devil can see must make a DC 14 Dexterity saving throw. On a failed save, a target takes 28 (8d6) fire damage, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

SABER DEVIL

This four armed devil uses specialized laser sabers to maim and sever its foes.

Saber Devil

Large fiend, lawful evil

Armor Class 17 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +6, Wis +6
Skills Acrobatics +8, Athletics +8, Intimidation +7, Investigation +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal
Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Reactive. The saber devil can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The devil makes four attacks with its laser sabers.

Laser Saber. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) laser damage.

Teleport. The saber devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Riposte. When a creature misses the saber devil with a melee attack, it can use a reaction to make a laser saber attack against the creature.

VOID DEVIL

Void devils have become suffused with the eldritch energy of the voidharrow. Even other devils fear the alien mind of the void devil.

Void Devil

Huge fiend, lawful evil

Armor Class 18 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +9, Int +8, Wis +7, Cha +10
Skills Arcana +8, Athletics +9, Intimidation +10, Investigation +8, Stealth +9
Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, Infernal, telepathy 120 ft.
Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Out-of-Phase Movement. The void devil can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The void devil takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The void devil's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells:

3/day: *black tentacles, phantasmal killer*

ACTIONS

Multiattack. The void devil makes four void tendril attacks. If two or more void tendril attacks hit one creature, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

Void Tendril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 10 (3d6) psychic damage.

Teleport. The void devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

ARCHDUKE RAMAZALL

Above all of devilkind sits the Lord of Hell known as Archduke Ramazall. The Lord of Hell has one goal: To dominate all living things and bind the galaxy under the heel of infernal rule.

The archdevil rules the planet Kaeboroos from a fortified fortress at the planet's core known as Ganazir the Raging Fire. This black fortress, the size of a city, stands on an enormous flow of liquid hot magma within a cavern with constant lavafalls cascading from above. The terrain here is treacherous, and powerful earthquakes are frequent. Only those with direct business with Ramazall himself or his household are welcome here, and it is guarded by a legion of Ramazall's most powerful devils.

LAIR ACTIONS

When fighting inside Ramazall's lair, the Fortress of Ganazir, he can invoke the ambient magic within it to take lair actions. On initiative count 20 (losing initiative ties), Ramazall can take one lair action to cause one of the following effects:

- A wave of searing heat fills the lair in a 300-foot radius around Ramazall for an instant. Each creature other than Ramazall in the area must succeed on a DC 15 Constitution saving throw or take 4 (1d8) fire damage. Creatures that take fire damage from this effect gain one level of exhaustion.
- A tremor shakes the lair in a 60-foot radius around Ramazall. Each creature other than Ramazall on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Ramazall casts the *command* spell on every creature of his choice in the lair. He does not need to see each one, but he must be aware that an individual is in the lair to target that creature. He issues the same command to all the targets.

Ramazall can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing Ramazall's lair is warped by his presence, which creates one or more of the following effects:

- Once every 60 feet within 1 mile of the lair, 10-foot-high gouts of flame rise from the ground. Any creature or object that touches the flame takes 7 (2d6) fire damage, though it can take this damage no more than once per round.
- Howls and screams of damned souls fill the air within 1 mile of the lair. Any creature that finishes a short or long rest in this area must succeed on a DC 21 Wisdom saving throw or derive no benefit from the rest.
- Ambition flares within those within 6 miles of the lair. Tensions easily rise, and misunderstandings more easily occur between creatures that do not share a strict hierarchical relationship.

If Ramazall dies, these effects fade over the course of 3d10 days.

Archduke Ramazall

Huge fiend, lawful evil

Armor Class 23 (natural armor)
Hit Points 493 (34d12 + 272)
Speed 60 ft., fly 120 ft

.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	23 (+6)	26 (+8)	25 (+7)	22 (+6)	27 (+8)

Saving Throws Dex +14, Con +16, Int +15, Cha +16
Skills Arcana +15, Athletics +14, Deception +16, Insight +14, Intimidation +16, Investigation +15, Perception +14, Persuasion +16
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Archduke Ramazall fails a saving throw, he can choose to succeed instead.

Barathron, Twinglaive of Fire and Blood. Archduke Ramazall bears the magical artifact, Barathron, Twinglaive of Fire and Blood, and gains the following abilities:

Blood and Fire. Ramazall has a +3 bonus to attack and damage rolls made with Barathron. The artifact's flaming blade deals an extra 7 (2d6) fire damage on a hit. Its blood-dripping blade forces its target to make a DC 21 Constitution saving throw. On a failed save, the target takes 7 (2d6) necrotic damage at the start of its turn for 1d4 rounds. Ramazall decides which side to attack with every time he makes an attack with this weapon.

Twinbladed. Archduke Ramazall can use a bonus action to make a single attack with either side of Barathron.

Innate Spellcasting. Ramazall's spellcasting ability is Charisma (spell save DC 24). He can innately cast the following spells, requiring no material components:

At will: *charm person, detect magic, dispel magic, fireball*
3/day each: *counterspell, darkness, dominate person, teleport, wall of fire*
1/day each: *dominate monster, incendiary cloud*

ACTIONS

Multiattack. Archduke Ramazall uses his Tyrannical Presence and then makes two attacks with his twinglaive.

Tyrannical Prescence. Ramazall's forces his unbending and oppressive will against all around him. Every creature of Ramazall's choice within 40 feet of him must make a DC 24 Charisma saving throw or become frightened until the end of their next turn. While frightened in this way, a creature cannot move and must kneel before Archduke Ramazall unless commanded to do otherwise. Ramazall can issue a one-word command as if using the *command* spell to one target who fails the saving throw at the start of their turn, and the target must obey (as if they were subject to the *command* spell). Ramazall can only issue a command in this way once per round. If a target succeeds on this saving throw, they become immune to this ability for 1 minute.

Twinglaive (Flaming Blade). *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) slashing damage plus 7 (2d6) fire damage.

Twinglaive (Blood-dripping Blade). *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) slashing damage and the target must make a DC 21 Constitution saving throw or suffer 7 (2d6) necrotic damage at the start of their turn for the next 1d4 rounds.

Inferno of Ganazir (Recharge 6). Ramazall conjures a firestorm in a cylinder centered on himself. The cylinder has a radius of 50 feet and is 100 feet tall. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. This ability ignores fire resistance but not fire immunity.

BONUS ACTIONS

Backhand Strike. Ramazall makes a twinglaive attack.

LEGENDARY ACTIONS

Ramazall can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ramazall regains spent legendary actions at the start of its turn.

Twinglaive. Ramazall makes a twinglaive attack.

Cast a Spell (Costs 2 Actions). Ramazall uses Spellcasting.

Teleport. Ramazall teleports to an unoccupied space he can see within 40 feet.

DRACONIC STAR SOVEREIGNTY FORCES

The forces of the Draconic Star Sovereignty are bolstered not just by the galactic dragons but by the kobold and dragonborn military at the Nova King's demand.

Kobold Gunner

Small humanoid, any

Armor Class 15 (KAM Fiber Bodysuit, shield)
Hit Points 23 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +4
Skills Acrobatics +4
Senses darkvision 60 ft., passive Perception 10
Languages Draconic, Universal
Challenge 1/2 (100 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kobold gunner makes two melee attacks with its aether blade, or two ranged attacks with its assault arbalest.

Assault Arbalest. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) laser damage.

Aether Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d4+2) plasma damage.

Dragonborn Shocktrooper
Medium humanoid, any

Armor Class 16 (CA-Guardsuit)
Hit Points 71 (11d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +3
Damage Resistances one of acid, cold, fire, poison, or thunder (GM decides upon creation)
Senses passive Perception 10
Languages Draconic, Universal
Challenge 3 (700 XP)

Maintain Force. While the shocktrooper is holding a trident, other creatures provoke an opportunity attack from the shocktrooper when they move within 5 feet of it. When the shocktrooper hits a creature with an opportunity attack using its trident, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

ACTIONS

Multiattack. The shocktrooper makes two melee attacks with its toxic trident and one with its forceful gauntlet.

Toxic Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Forceful Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) force damage.

DRAGOON

The most elite of the dragonborn and kobold space forces, dragoons are outfitted in magitech armor that enhances their own draconic power and allows for space flight.

Dragoon
Medium humanoid, any

Armor Class 18 (Heavy Lattice Armor, shield)
Hit Points 142 (19d8 + 57)
Speed Speed 30 ft., Fly 50 ft., Space Flight 1500 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +6
Damage Immunities one of acid, cold, fire, poison, or thunder (GM decides upon creation))
Senses darkvision 60 ft., passive Perception 11
Languages Draconic, Universal
Challenge 8 (3,900 XP)

Spellcasting. The dragoon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

1st level (4 slots): *burning hands, command, thunder wave*
2nd level (3 slots): *acid arrow, branding smite*
3rd level (2 slots): *dispel magic, fear*

Powered Armor. The dragoon has advantage on Strength checks and Strength saving throws and can wield weapons that usually need to be wielded with two hands with one instead.

ACTIONS

Multiattack. The dragoon makes three attacks with its Dragoon Lance or its Lucent Heavy Auto-Cannon.

Dragoon Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (The extra damage type of this weapon is decided upon creation).

Lucent Heavy Auto-cannon. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 10 (1d12+4) plasma damage plus 4 (1d8) radiant damage.

Draconic Breath. The dragoon exhales elemental energy in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) acid, cold, fire, lightning, or poison damage (The extra damage type of this ability is decided by the GM upon creation) on a failed save, or half as much damage on a successful one.

DRAGONS

The dragons of Draken Star have evolved to reflect the grand forces of the galaxy. Their names reflect the celestial bodies of outer space, and the powers they exude replicate the physical forces of these bodies.

METEOR DRAGONS

The smallest, but hardiest of the galactic dragons, meteor dragons are stocky and covered in a rocky hide. Their draconic power draws upon the properties of gravity and electromagnetism.

Meteor Dragon Wyrmling

Medium dragon, any

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Str +4, Con +4, Cha +3
Skills Athletics +4
Damage Immunities slashing
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Draconic, Universal
Challenge 2 (450 XP)

Silicate Skin. Any bludgeoning, piercing, and slashing damage that the meteor dragon takes is reduced by 2.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) force damage.

Meteor Breath (Recharge 5–6). The dragon exhales n blast of asteroid rock in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) high-impact damage on a failed save, or half as much damage on a successful one.

Young Meteor Dragon

Large dragon, any

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Str +7, Con +7, Cha +5
Skills Athletics +7
Damage Immunities slashing
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12
Languages Draconic, Universal
Challenge 7 (2,900 XP)

Silicate Skin. Any bludgeoning, piercing, and slashing damage that the meteor dragon takes is reduced by 3.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *resistance*
1/day each: *hunter's mark, magic missile*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Meteor Breath (Recharge 5–6). The dragon exhales n blast of asteroid rock in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) high-impact damage on a failed save, or half as much damage on a successful one.

ADULT METEOR DRAGON

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A powerful gravity surge emits from a point on the ground the dragon can see within 120 feet of it. Each creature within 20-feet of this point must make a DC 15 Strength saving throw, taking 10 (3d6) bludgeoning damage and falling prone on a failed save.
- A shower of small meteors falls from the ceiling of the lair in a 60-foot radius around the dragon. Each creature other than the dragon in that area must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) bludgeoning damage on a failed save, and half as much on a successful save.
- A powerful magnetic field is produced in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. It lasts until initiative count 20 on the next round. Each creature that is wielding a metal weapon or item or is wearing metal armor and either starts its turn in or enters the field must succeed on a DC 13 Strength saving throw. On a failed save, a creature wielding a metal weapon or item instead drops it as it is pulled to the center of the magnetic field. A creature wearing metal armor that fails the save is pulled to the center point of the field (or as close to it as they can be) and is restrained until the field disperses.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the dragon's lair.
- Gravity within 1 mile of the lair fluctuates randomly every hour. The gravity can fluctuate between 0.5 g and 3.0 g. (See extreme gravity rules in Chapter 6)
- Tiny meteors crash within 1 mile of the lair at a rate of once a minute. Creatures within this area without cover must make a DC 12 Dexterity saving throw every 100 feet of travel or take 3 (1d6) bludgeoning damage.

If the dragon dies, these effects fade over the course of 1d10 days.

Adult Meteor Dragon

Huge dragon, any

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed Speed 40 ft., Fly 100 ft., Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Str +11, Con +11, Cha +8
Skills Athletics +11
Damage Immunities slashing
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages Draconic, Universal
Challenge 13 (10,000 XP)

Silicate Skin. Any bludgeoning, piercing, and slashing damage that the meteor dragon takes is reduced by 4.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *hunter's mark, resistance*
1/day each: *levitate, magic missile (3rd level), meld into stone, protection from energy*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Meteoric Smash. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Meteoric Smash. The dragon flies a distance up to its speed in a straight line toward a creature and then collides into it like a meteor crashing planetside; that target must succeed on a DC 18 Strength saving throw or is thrown up to 60 feet away from the dragon and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Meteor Breath (Recharge 5–6). The dragon exhales a blast of asteroid rock in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) high-impact damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast a Spell. The dragon uses Spellcasting.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.Ancient Meteor Dragon

Ancient Meteor Dragon

Colossal dragon, any

Armor Class 28
Hit Points 870 (40d20 + 450)
Speed 60 ft., Atmosphere Flight 1250 ft, Space Flight 2500 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	13 (+1)	28 (+9)	11 (+0)	15 (+2)	20 (+5)

Saving Throws Str +20, Con +18, Cha +14
Damage Immunities slashing; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., truesight 120 ft., passive Perception 12
Languages all, telepathy 120 ft.
Star Combat Rating 20

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Silicate Skin. Any bludgeoning, piercing, and slashing damage that the meteor dragon takes is reduced by 10.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *hunter's mark, resistance*
1/day each: *levitate, magic missile (6th level), meld into stone, protection from energy, teleport*

Actions

Multiattack. The dragon can use its Meteoric Smash. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 53 (4d20 + 11) piercing damage plus 13 (2d12) force damage.

Claws. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 30 (3d12 + 11) slashing damage.

Meteoric Smash. The dragon flies a distance up to its speed in a straight line toward a creature or object and then collides into it like a meteor crashing planetside; that target must succeed on a DC 28 Strength saving throw or is thrown up to 1000 feet away from the dragon and knocked prone (if possible). If a thrown target strikes a solid surface, the target takes 6 (1d12) bludgeoning damage for every 100 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 28 Dexterity saving throw or take the same damage and be knocked prone.

Meteor Breath (Recharge 5–6). The dragon exhales a blast of asteroid rock in a 5000-foot line. Each creature in that area must make a DC 26 Constitution saving throw, taking 125 (12d20) high-impact damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient meteor dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes a bite or claw attack.

Recharge. The dragon attempts to recharge an attack.

Move. The dragon moves a distance up to its speed.

Ancient Meteor Dragon

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A powerful gravity surge emits from a point the dragon can see within 5000 feet of it. Each creature within 2000 feet of this point must make a DC 23 Strength saving throw, taking 31 (3d20) bludgeoning damage and falling prone on a failed save (if possible).
- A shower of small meteors falls from the ceiling of the lair in a 1000-foot radius around the dragon. Each creature other than the dragon in that area must succeed on a DC 23 Dexterity saving throw or take 39 (6d12) bludgeoning damage on a failed save, and half as much on a successful save.
- A powerful magnetic field is produced in a 2000-foot-radius sphere centered on a point the dragon can see within 10,000 feet of it. It lasts until initiative count 20 on the next round. Each creature or object made of metal, creature that is wielding a metal weapon or item, or creature that is wearing metal armor and either starts its turn in or enters the field must succeed on a DC 23 strength saving throw. On a failed save, a creature wielding a metal weapon or item instead drops it as it is pulled to the center of the magnetic field. A creature made of metal or wearing metal armor that fails the save is pulled to the center point of the field (or as close to it as they can be) and is restrained until the field disperses.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Regional Effects

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the dragon's lair.
- Gravity within 1 mile of the lair fluctuates randomly every hour. The gravity can fluctuate between 0.5 g and 3.0 g. (See extreme gravity rules in Chapter 6)
- Tiny meteors crash within 10 miles of the lair at a rate of once a minute. Creatures within this area without cover must make a DC 18 Dexterity saving throw every 1000 feet of travel or take 10 (1d20) bludgeoning damage.

If the dragon dies, these effects fade over the course of 3d10 days.

NOVA DRAGON

The Nova Dragons are the mightiest of all dragonkind. From their ranks always hails the Nova King and rightful heir of the Draconic Star Sovereignty. Their scales are metallic black accented in gold. Their draconic power draws upon the properties of thermodynamics and light.

Nova Dragon Wyrmling

Medium dragon, any

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +5, Wis +2, Cha +5
Skills Athletics +6, Perception +2
Damage Immunities plasma
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic, Universal
Challenge 4 (1,100 XP)

Might of the Nova Kings. When you score a critical hit that deals damage to a creature, the dragon can roll one additional damage die of a damage type dealt by the attack. This ability can only be applied to one damage type.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *light, thaumaturgy*
1/day each: *command, guiding bolt, sanctuary*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) plasma damage.

Plasma Breath (Recharge 5–6). The dragon exhales a blast of golden molten plasma in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) plasma damage on a failed save, or half as much damage on a successful one.

Young Nova Dragon

Large dragon, any

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Str +10, Con +9, Wis +5, Cha +9
Skills Athletics +10, Intimidation +9, Perception +5
Damage Immunities plasma
Condition Immunities frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Draconic, Universal
Challenge 10 (5,900 XP)

Might of the Nova Kings. When you score a critical hit that deals damage to a creature, the dragon can roll one additional damage die of a damage type dealt by the attack. This ability can only be applied to one damage type.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *light, thaumaturgy*
1/day each: *command, guiding bolt (2nd level), sanctuary, scorching rays*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) plasma damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Plasma Breath (Recharge 5–6). The dragon exhales a blast of golden molten plasma in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) plasma damage on a failed save, or half as much damage on a successful one.

ADULT NOVA DRAGON

LAIR ACTIONS

On initiation count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- An aether geyser erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius fountain. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) plasma damage on a failed save, or half as much damage on a successful one.
- A large spectral dragon appears in an unoccupied space the nova dragon can see within 120 feet of it. The spectral dragon occupies that space until initiative count 20 on the next round. Any creature hostile to the nova dragon that moves to a space within 10 feet of the spectral dragon or starts its turn there must succeed on a DC 15 Dexterity saving throw or take 14(4d6) radiant damage on a fail and half as much on a success.
- A 30-foot-radius sphere of light spreads out from a point the dragon chooses within 90 feet of it. The sphere is bright light and sheds dim light for an additional 30 feet. This light lasts until initiative count 20 on the next round. All magical darkness within the bright or dim light is dispelled. The dragon has advantage on attack rolls against all creatures within the bright light.

REGIONAL EFFECTS

The region containing a legendary dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Aether radiation permeates within 6 miles of the dragon's lair causing creatures within to risk aether shock. Any creature that spends an hour or more within the region must make a DC 12 Constitution saving throw or become poisoned for 24 hours. A creature can repeat the saving throw every hour. After a successful save a creature is immune to aether shock for 24 hours. Creatures that resist or are immune to plasma damage automatically succeed this save.
- Temperatures rise within 1 mile of the lair. Creatures that spend more than an hour in this area must make a DC 12 Constitution saving throw or suffer 1 level of exhaustion. Creatures that resist or are immune to fire damage automatically succeed this saving throw.
- Aether crystals, large and small, are found in great numbers within a mile of the dragon's lair. The entire region glows brightly at all times. The dragon immediately knows if an aether crystal is taken by a creature.

If the dragon dies, these effects fade over the course of 1d10 days.

Adult Nova Dragon

Huge dragon, any

Armor Class 19 (natural armor)
Hit Points 229 (17d12 + 119)
Speed Speed 50 ft., Fly 100 ft., Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	20 (+5)	17 (+3)	24 (+7)

Saving Throws Str +14, Con +13, Wis +9, Cha +13
Skills Athletics +14, Intimidation +13, Perception +9
Damage Immunities plasma
Condition Immunities frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Draconic, Universal
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Might of the Nova Kings. When the dragon scores a critical hit that deals damage to a creature, the dragon can roll one additional damage die of a damage type dealt by the attack. This ability can only be applied to one damage type.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *detect magic, fire bolt (as if the dragon were 11th level), light, thaumaturgy*
1/day each: *beacon of hope, command, fireball (4th level), guiding bolt (4th level), sanctuary, scorching rays (4th level)*

ACTIONS

Multiattack. The dragon can use its Nova Burst. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) plasma damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Nova Burst. Each creature within 30 feet of the dragon must succeed on a DC 21 Constitution saving throw, or the creature takes 13 (3d8) radiant damage and is blinded until the end of the dragon's turn.

Plasma Breath (Recharge 5–6). The dragon exhales a blast of golden molten plasma in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) plasma damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast a Spell. The dragon uses Spellcasting.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Nova Dragon

Supercolossal dragon, any

Armor Class 33
Hit Points 1290 (60d20 + 660)
Speed 80 ft., Atmosphere Flight 1500 ft, Space Flight 3000 ft.

STR	DEX	CON	INT	WIS	CHA
36 (+13)	16 (+3)	32 (+11)	20 (+5)	17 (+3)	26 (+8)

Saving Throws Str +22, Con +20, Cha +17
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks; plasma
Condition Immunities frightened
Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 13
Languages all, telepathy 1500 ft.
Star Combat Rating 36

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Might of the Nova Kings. When the dragon scores a critical hit that deals damage to a creature, the dragon can roll one additional damage die of a damage type dealt by the attack This ability can only be applied to one damage type.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 25):

At will: *detect magic, fireball (5th level), light, thaumaturgy*
1/day each: *beacon of hope, command, guiding bolt (8th level), sanctuary, scorching rays (8th level), time stop*

Actions

Multiattack. The dragon can use its Nova Burst. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +22 to hit, reach 1000 ft., one target. *Hit:* 86 (7d20 + 13) piercing damage plus 26 (4d12) plasma damage.

Claws. *Melee Weapon Attack:* +22 to hit, reach 1000 ft., one target. *Hit:* 65 (5d20 + 13) slashing damage.

Nova Burst. Each creature within 3000 feet of the dragon must succeed on a DC 25 Constitution saving throw, or the creature takes 42 (5d20) radiant damage and is blinded until the end of the dragon's turn.

Plasma Breath (Recharge 5–6). The dragon exhales a blast of golden molten plasma in a 6000-foot line that is 1000 feet wide. Each creature in that area must make a DC 28 Dexterity saving throw, taking 151 (3d100) plasma damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient nova dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes a bite or claw attack.

Recharge. The dragon attempts to recharge an attack.

Move. The dragon moves a distance up to its speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- An aether geyser erupts from a point on the ground the dragon can see within 2000 feet of it, creating a 1000-foot-high, 500-foot-radius fountain. Each creature in the geyser's area must make a DC 25 Dexterity saving throw, taking 39 (6d12) plasma damage on a failed save, or half as much damage on a successful one.
- A colossal spectral dragon appears in an unoccupied space the nova dragon can see within 10,000 feet of it. The spectral dragon occupies that space until initiative count 20 on the next round. Any creature hostile to the nova dragon that moves to a space within 1000 feet of the spectral dragon or starts its turn there must succeed on a DC 25 Dexterity saving throw or take 42 (4d20) radiant damage on a fail and half as much on a success.
- A 3000-foot-radius sphere of light spreads out from a point the dragon chooses within 10,000 feet of it. The sphere is bright light and sheds dim light for an additional 3000 feet. This light lasts until initiative count 20 on the next round. All magical darkness within the bright or dim light is dispelled. The dragon has advantage on attack rolls against all creatures within the bright light.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Regional Effects

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- Aether radiation permeates within 6 miles of the dragon's lair causing creatures within to risk aether shock. Any creature that spends an hour or more within the region must make a DC 18 Constitution saving throw or become poisoned for 24 hours. A creature can repeat the saving throw every hour. After a successful save a creature is immune to aether shock for 24 hours. Creatures that resist or are immune to plasma damage automatically succeed this save.
- Temperatures rise within 1 mile of the lair. Creatures that spend more than an hour in this area must make a DC 12 Constitution saving throw or suffer 1 level of exhaustion. Creatures that resist or are immune to fire damage automatically succeed this saving throw.
- Aether crystals, large and small, are found in great numbers within a mile of the dragon's lair. The entire region glows brightly at all times. The dragon immediately knows if an aether crystal is taken by a creature.

If the dragon dies, these effects fade over the course of 3d10 days.

PULSAR DRAGON

Pulsar dragons have evolved to better integrate technology into their biology. By the time they are full grown they are as much machine as dragon. Their draconic power draws upon the properties of electromagnetism and thermodynamics.

Pulsar Dragon Wyrmling

Medium dragon, any

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	11 (+1)	15 (+2)

Saving Throws Str +5, Con +4, Int +3, Cha +4
Skills Athletics +5, Investigation +3
Damage Resistances fire
Damage Immunities lightning; laser
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages Draconic, Universal
Challenge 2 (450 XP)

Ultraconductive Plating. The dragon's ultra-conductive alloy plating grants it immunity to lightning and resistance to fire damage. Furthermore, when it is hit by an attack, spell, or effect that deals either of those damage types, its next attack deals an extra 1d10 of that damage type.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) laser damage.

Pulsar Beam (Recharge 5–6). The dragon exhales a laser beam in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) laser damage on a failed save, or half as much damage on a successful one.

Young Pulsar Dragon

Large dragon, any

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	21 (+5)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Str +8, Con +9, Int +6, Cha +7
Skills Athletics +8, Investigation +6
Damage Resistances fire
Damage Immunities lightning; laser
Condition Immunities exhaustion
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Draconic, Universal
Challenge 9 (5,000 XP)

Ultraconductive Plating. The dragon's ultra-conductive alloy plating grants it immunity to lightning and resistance to fire damage. Furthermore, when it is hit by an attack, spell, or effect that deals either of those damage types, its next attack deals an extra 1d10 of that damage type.

Mechanical Body. The pulsar dragon does not require food or water and does not need to breathe.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15; spell attack +7):

At will: *light, mending*
1/day each: *arcane lock, lightning bolt, thunderwave (2nd level)*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) laser damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Pulsar Beam (Recharge 5–6). The dragon releases a laser beam from each of its pulsar cannons beneath its wings in a 40-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (9d10) laser damage on a failed save, or half as much damage on a successful one.

Adult Pulsar Dragon

Huge dragon, any

Armor Class 18 (natural armor)
Hit Points 216 (16d12 + 112)
Speed Speed 50 ft., Fly 100 ft., Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Str +11, Con +12, Int +8, Cha +9
Skills Athletics +11, Investigation +8
Damage Resistances fire
Damage Immunities lightning; laser
Condition Immunities exhaustion
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages Draconic, Universal
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mechanical Body. The pulsar dragon does not require food or water and does not need to breathe.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17; spell attack +9):

At will: *light, mending, thunderwave (2nd level)*
1/day each: *arcane eye, arcane lock, counterspell, heat metal (4th level), lightning bolt (4th level)*

Ultraconductive Plating. The dragon's ultra-conductive alloy plating grants it immunity to lightning and resistance to fire damage. Furthermore, when it is hit by an attack, spell, or effect that deals either of those damage types, its next attack deals an extra 1d10 of that damage type.

ACTIONS

Multiattack. The dragon can use its Electro Overdrive or Incandescent Discharge. It then makes three attacks: one with its bite and two with its claws.

Electro Overdrive. The dragon fires up its engines into an overdrive state that sheathes it in electrical energy until the start of its next turn. While this energy is active, the dragon can move without provoking opportunity attacks and it ignores difficult terrain. Furthermore, when the dragon is hit with a melee attack while this energy is active the attacker takes 9 (2d8) lightning damage. This damage can only be dealt once per turn. If the dragon uses Electro Overdrive, it cannot do so again until it uses Incandescent Discharge.

Incandescent Discharge. The dragon opens its engine's thermal venting, releasing a blast of searing hot air in a 20-foot radius around itself. All creatures in this area must make a DC 17 Constitution saving throw taking 9 (2d8) fire damage and being pushed 15 feet on a failed save. If the dragon has used Incandescent Discharge it cannot do so again until it uses Electro Overdrive.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) laser damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Pulsar Beam (Recharge 5–6). The dragon releases a laser beam from each of its pulsar cannons beneath its wings in a 40-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) laser damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast a Spell. The dragon uses Spellcasting.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Lightning is drawn from the lair toward up to two creatures the dragon can see within 120 feet of it. Both creatures must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.
- A cybernetic drone is formed from nanobots at a point of the dragon's choosing within 90 feet of it. The drone lasts until initiative count 20 on the next round. Any creature that starts its turn or enters a space within 20 feet of the drone must make a DC 15 Dexterity saving throw or take 10 (3d6) laser damage.
- Cables and wiring from within the cybernetic lair emerge from the walls, floor, or ceiling near one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and become restrained. A creature can take an action to make a DC 10 Strength check, ending the restrain on a success.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- Drones and other small robots roam the region within 6 miles of the lair. The dragon receives information from all of these machines at all times and is able to access these machines' detective capabilities as its own.
- Security turrets are scattered and hidden across a 1-mile radius of the lair. All creatures in this area must make a DC 13 Dexterity check for every hour they spend in the area taking 7 (2d6) laser damage on a failed save.
- The region within 6 miles of the lair is ever-changing as nanobots repair, rebuild, and modify the metallic landscape. While on foot, travel speed for all creatures that are not constructs is halved. Furthermore, all creatures that are not constructs have disadvantage on survival checks to not get lost.

If the dragon dies, these effects fade over the course of 3d10 days.

ANCIENT PULSAR DRAGON

Ancient Pulsar Dragon

Supercolossal dragon, any

Armor Class 30
Hit Points 963 (47d20 + 470)
Speed 80 ft., Atmosphere Flight 1500 ft, Space Flight 3000 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	15 (+2)	30 (+10)	18 (+4)	15 (+2)	26 (+8)

Saving Throws Str +20, Con +19, Cha +17
Damage Resistances fire
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks; laser
Condition Immunities poisoned
Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 12
Languages all, telepathy 1500 ft.
Star Combat Rating 32

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mechanical Body. The pulsardDragon does not require food or water and does not need to breathe.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 25; spell attack +17):

At will: *light, mending*
1/day each: *arcane eye, arcane lock, counterspell, heat metal (8th level), lightning bolt (8th level), teleport*

Ultraconductive Plating. The dragon's ultra-conductive alloy plating grants it immunity to lightning and resistance to fire damage. Furthermore when it is hit by an attack, spell, or effect that deals either of those damage types, its next attack deals an extra 1d20 of that damage type.

ACTIONS

Multiattack. The dragon can use its Electro Overdrive or Incandescent Discharge. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +20 to hit, reach 1000 ft., one target. *Hit:* 63 (5d20 + 11) piercing damage plus 19 (3d12) laser damage.

Claws. *Melee Weapon Attack:* +20 to hit, reach 1000 ft., one target. *Hit:* 44 (3d20 + 11) slashing damage.

Electro Overdrive. The dragon fires up its engines into an overdrive state that sheathes it in electrical energy until the start of its next turn. While this energy is active, the dragon can move without provoking opportunity attacks and it ignores difficult terrain. Furthermore, when the dragon is hit with a melee attack while this energy is active the attacker takes 21 (2d20) lightning damage. This damage can only be dealt once per turn. If the dragon uses Electro Overdrive it cannot do so again until it uses Incandescent Discharge.

Incandescent Discharge. The dragon opens its engine's thermal venting, releasing a blast of searing hot air in a 2000-foot radius around itself. All creatures in this area must make a DC 26 Constitution saving throw taking 21 (2d20) fire damage and being pushed 1500 feet on a failed save. If the dragon has used Incandescent Discharge it cannot do so again until it uses lectro Overdrive.

Pulsar Beam (Recharge 5–6). The dragon releases a laser beam from each of its pulsar cannons beneath its wings in a 4000-foot line that is 1000 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 105 (10d20) laser damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient pulsar dragonstral Behemoth regains spent legendary actions at the start of its turn.

Attack. The dragon makes a bite or claw attack.

Recharge. The dragon attempts to recharge an attack.

Move. The dragon moves a distance up to its speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Lightning is drawn from the lair toward up to two creatures the dragon can see within 5000 feet of it. Both creatures must succeed on a DC 25 Dexterity saving throw or take 26 (4d12) lightning damage.
- A cybernetic drone is formed from nanobots at a point of the dragon's choosing within 1000 feet of it. The drone lasts until initiative count 20 on the next round. Any creature that starts its turn or enters a space within 2000 feet of the drone must make a DC 25 Dexterity saving throw or take 19 (3d12) laser damage.
- Cables and wiring from within the cybernetic lair emerge from the walls, floor, or ceiling near one creature that the dragon can see within 5000 feet of it. The creature must succeed on a DC 25 Dexterity saving throw or take 19 (3d12) bludgeoning damage and become restrained. A creature can take an action to make a DC 20 Strength check, ending the restrain on a success.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- Drones and other small robots roam the region within 6 miles of the lair. The dragon receives information from all of these machines at all times and is able to access these machines' detective capabilities as its own.
- Security turrets are scattered and hidden across a 1 mile radius from the lair. All creatures in this area must make a DC 23 Dexterity check for every hour they spend in the area taking 13 (2d12) laser damage on a failed save.
- The region within 6 miles of the lair is ever-changing as nanobots repair, rebuild, and modify the metallic landscape. While on foot, travel speed for all creatures that are not constructs is halved.
- Furthermore, all creatures that are not constructs have disadvantage on survival checks to not get lost.

If the dragon dies, these effects fade over the course of 3d10 days.

STELLAR DRAGON

Sailing on wings of pure light, stellar dragons are a marvel to behold. Said to be the most graceful and serene of dragonkind, their powers draw upon the properties of light and spacetime.

Stellar Dragon Wyrmling

Medium dragon, any

Armor Class 16 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +4
Skills Insight +3, Perception +3
Damage Immunities radiant
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic, Universal
Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) radiant damage.

Luminous Breath (Recharge 5–6). The dragon exhales radiant flames in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Stellar Shift. The dragon transforms into a being of pure light for a brief moment. The dragon teleports to a point it can see within 10 feet of itself.

Young Stellar Dragon

Large dragon, any

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +6, Wis +5
Skills Acrobatics +6, Insight +5, Perception +5
Damage Immunities radiant
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Draconic, Universal
Challenge 7 (2,900 XP)

Luminous Body. The dragon sheds bright light in a 50-foot radius and dim light for an additional 50 feet. Magical darkness is automatically dispelled when the bright light of this ability touches it.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13; spell attack +5):

At will: *dancing lights, light, minor illusion*
1/day each: *color spray, guiding bolt, silent image*

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) radiant damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Luminous Breath (Recharge 5–6). The dragon exhales radiant flames in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stellar Shift. The dragon transforms into a being of pure light for a brief moment. The dragon teleports to a point it can see within 30 feet of itself.

Adult Stellar Dragon

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon's connection to light temporarily intensifies, causing its perception of time to slow down. The dragon has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- Light within the lair bends and wavers at the dragon's whim, causing brilliant and disorienting flashes. Each creature within 30 feet of a point the dragon can see within 90 feet of it must succeed on a DC 15 Dexterity saving throw or be blinded until the end of its next turn.
- The dragon chooses an unoccupied point it can see in the lair. A 5-foot-diameter sphere of gleaming starlight appears in the unoccupied space and lasts until initiative count 20 on the next round. Any creature that ends its turn within 30 feet of the sphere must make a DC 15 Dexterity saving throw. The creature takes 13 (2d12) radiant damage on a failed save, or half as much damage on a successful one.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Regional Effects

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- All nonmagical light sources burn twice as long and twice as bright as they would otherwise while within 6 miles of the dragon's lair.
- Weather conditions don't inhibit sunlight or starlight shining within 6 miles of the dragon's lair.
- Light bends in supernatural ways within a mile of the dragon's lair. All creatures who spend an hour or more in this area must make a DC 12 Wisdom saving throw or fall under the effects of the Hallucinatory Terrain spell. The illusion is always fashioned in such a way as to deter creatures from approaching the lair any further. A creature can repeat this saving throw every hour.

If the dragon dies, these effects fade over the course of 3d10 days.

Adult Stellar Dragon

Huge dragon, any

Armor Class 19 (natural armor)
Hit Points 184 (16d12 + 80)
Speed Speed 50 ft., Fly 100 ft., Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Dex +9, Wis +8, Cha +8
Skills Acrobatics +9, Insight +8, Perception +8
Damage Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Universal
Challenge 14 (11,500 XP)

Luminous Body. The dragon sheds bright light in a 60-foot radius and dim light for an additional 60 feet. Magical darkness is automatically dispelled when the bright light of this ability touches it.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16; spell attack +8):

At will: *dancing lights, guiding bolt (2nd level), light, minor illusion*
1/day each: *color spray (4th level), daylight, major image, mirror image, silent image*

Actions

Multiattack. The dragon can use its Scintillating Aura. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Scintillating Gaze. The dragon's eyes begin to emit an iridescent, hypnotizing light. The dragon fixes its gaze on a creature within 60 feet of it that it can see. If the target can see the dragon's eyes, the target must succeed on a DC 16 Charisma saving throw or be charmed for 1 minute. The charmed creature is enraptured by the dragon and will fight on the dragon's behalf so long as they remain charmed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the dragon's Scintillating Gaze for the next 24 hours.

Luminous Breath (Recharge 5–6). The dragon exhales radiant flames in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stellar Shift. The dragon transforms into a being of pure light for a brief moment. The dragon teleports to a point it can see within 50 feet of itself.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast a Spell. The dragon uses Spellcasting.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Stellar Dragon

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon's connection to light temporarily intensifies, causing its perception of time to slow down. The dragon has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- Light within the lair bends and wavers at the dragon's whim, causing brilliant and disorienting flashes. Each creature within 3000 feet of a point the dragon can see within 10,000 feet of it must succeed on a DC 25 Dexterity saving throw or be blinded until the end of its next turn.
- The dragon chooses an unoccupied point it can see in the lair. A 500-foot-diameter sphere of gleaming starlight appears in the unoccupied space and lasts for until initiative count 20 on the next round. Any creature that ends its turn within 3000 feet of the sphere must make a DC 25 Dexterity saving throw. The creature takes 31 (3d20) radiant damage on a failed save, or half as much damage on a successful one.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- All nonmagical light sources burn twice as long and twice as bright as they would otherwise while within 6 mile of the dragon's lair.
- Weather conditions don't inhibit sunlight or starlight shining within 6 miles of the dragon's lair.
- Light bends in supernatural ways within a mile of the dragon's lair. All creatures who spend an hour or more in this area must make a DC 18 Wisdom saving throw or fall under the effects of the Hallucinatory Terrain spell. The illusion is always fashioned in such a way as to deter creatures from approaching the lair any further. A creature can repeat this saving throw every hour.

If the dragon dies, these effects fade over the course of 3d10 days.

Ancient Stellar Dragon

Colossal dragon, any

Armor Class 29
Hit Points 799 (41d20 + 369)
Speed 80 ft., Atmosphere Flight 1250 ft, Space Flight 2500 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+3)	28 (+9)	17 (+3)	16 (+3)	25 (+7)

Saving Throws Str +19, Con +18, Cha +16
Damage Immunities radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 13
Languages all, telepathy 1500 ft.
Star Combat Rating 30

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Luminous Body. The dragon sheds bright light in a 6000-foot radius and dim light for an additional 6000 feet. Magical darkness is automatically dispelled when the bright light of this ability touches it.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 24; spell attack +17):

At will: *dancing lights, guiding bolt (5th level), light, minor illusion*
1/day each: *color spray (9th level), daylight, major image, mirror image, silent image, sunburst*

ACTIONS

Multiattack. The dragon can use its Scintillating Aura. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 500 ft., one target. *Hit:* 52 (4d20 + 10) piercing damage plus 13 (2d12) radiant damage.

Claws. *Melee Weapon Attack:* +19 to hit, reach 500 ft., one target. *Hit:* 31 (2d20 + 10) slashing damage.

Scintillating Gaze. The dragon's eyes begin to emit an iridescent, hypnotizing light. The dragon fixes its gaze on a creature within 6000 feet of it that it can see. If the target can see the dragon's luminous body, the target must succeed on a DC 24 Charisma saving throw or be charmed for 1 minute. The charmed creature is enraptured by the dragon and will fight on the dragon's behalf so long as they remain charmed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the dragon's Scintillating Gaze for the next 24 hours.

Luminous Breath (Recharge 5–6). The dragon exhales radiant flames in a 6000-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 78 (12d12) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient stellar dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes a bite or claw attack.

Recharge. The dragon attempts to recharge an attack.

Move. The dragon moves a distance up to its speed.

VOID DRAGON

The most enigmatic of dragonkind, void dragons are semi-corporeal beings whose appearance reflects that starry galactic expanse. Their draconic power draws upon the properties of gravity and spacetime.

Void Dragon Wyrmling

Medium dragon, any

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5
Skills Deception +4, Stealth +5
Damage Immunities force
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages Draconic, Universal
Challenge 3 (700 XP)

Stealth of the Void. While in dim light or darkness, the dragon can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the dragon uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) force damage.

Vacuum Breath (Recharge 5–6). The dragon causes a gravity well to form within its gaping maw that affects an area in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, being pulled 10 feet toward the dragon and taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Young Void Dragon

Large dragon, any

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +7, Int +6, Cha +8
Skills Deception +8, Stealth +7
Damage Immunities force
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11
Languages Draconic, Universal
Challenge 9 (5,000 XP)

Stealth of the Void. While in dim light or darkness, the dragon can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the dragon uses a bonus action to end it or until the dragon attacks, is in bright light, or is incapacitated.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16; spell attack +8):

At will: *eldritch blast (as a 5th level spell caster), mage hand*
1/day each: *darkness, levitate, silence*

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) force damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Vacuum Breath (Recharge 5–6). The dragon causes a gravity well to form within its gaping maw that affects an area in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, being pulled up to 25 feet toward the dragon, knocked prone, and taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one.

ADULT VOID DRAGON

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Gravity collapses at a point the dragon can see within 120 feet of it. All creatures within 30 feet of this point must make a DC 15 Dexterity check or become suspended 5 feet above the ground. While suspended in this way, the creature is restrained. This effect lasts until initiative count 20 on the next round.
- Time and space distort at the dragon's will. The dragon creates a 20-foot sphere centered on a point it can see within 90 feet of itself. All light in this area red shifts until it becomes completely dark. All creatures within the sphere must make a DC 15 Dexterity check or become trapped within this sphere for its duration. A creature that succeeds its saving throw is instead pushed to a space outside the sphere but within 5 feet of it. Inside the sphere, time stops, and space becomes infinite. Outside of the sphere, time and space operate normally, and nothing can

penetrate the barrier of the sphere. The sphere lasts until initiative 20 of the next round. When the sphere dissipates, the creatures inside will be where they were when the sphere first appeared, and no time will have passed for them.

- Entropic forces of time ravage a single target the dragon can see within 120 feet of itself. The target must succeed on a DC 15 Constitution saving throw or suffer 16 (3d10) necrotic damage.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- The atmosphere is thin within a mile of the dragon's lair. All creatures who spend a minute or more without magical or technological breathing assistance suffer a level of exhaustion. For every hour afterward, a creature will suffer an additional level of exhaustion. Exhaustion gained in this way cannot be removed until the creature receives magical or technological assistance or leaves the area.
- Space is strange, and distances fluctuate within 6 miles of the dragon's lair. All light sources become dim and are red-shifted.
- Gravitational wells appear randomly within 6 miles of the dragon's lair. Creatures must make a DC 12 Constitution saving throw every hour they are in the area or take 7 (2d6) force damage from gravitational forces.

If the dragon dies, these effects fade over the course of 3d10 days.

Adult Void Dragon

Huge dragon, any

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 126)
Speed Speed 50 ft., Fly 100 ft., Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	15 (+2)	13 (+1)	20 (+5)

Saving Throws Dex +9, Con +12, Int +7, Cha +10
Skills Deception +10, Stealth +9
Damage Immunities force
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages Draconic, Universal
Challenge 16 (15,000 XP)

Stealth of the Void. While in dim light or darkness, the dragon can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the dragon uses a bonus action to end it or until the dragon attacks, is in bright light, or is incapacitated.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18; spell attack +10):

At will: *eldritch blast (as an 11th level spell caster), mage hand, pass without trace*
1/day each: *banishment, darkness, dimension door, levitate, silence, slow*

ACTIONS

Multiattack. The dragon can activate its Dark Energy Aura. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) force damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Dark Energy Aura. The dragon emanates an aura of entropic force that pulls on both the physical and the spiritual in a 10-foot radius around itself. All creatures within this area must make a DC 18 Constitution saving throw or take 13 (3d8) necrotic damage. While within this aura, any movement a creature takes that is not directly towards the dragon takes twice as much movement speed. This aura lasts until the start of the dragon's next turn.

Vacuum Breath (Recharge 5–6). The dragon causes a gravity well to form within its gaping maw that affects an area in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, being pulled up to 50 feet toward the dragon, knocked prone, and taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast a Spell. The dragon uses Spellcasting.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT VOID DRAGON

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Gravity collapses at a point the dragon can see within 2000 feet of it. All creatures within 3000 feet of this point must make a DC 25 dexterity check or become restrained. This effect lasts until initiative count 20 on the next round.
- Time and space distort at the dragon's will. The dragon creates a 2000-foot sphere centered on a point it can see within 10,000 feet of itself. All light in this area red shifts until it becomes completely dark. All creatures within the sphere must make a DC 25 Dexterity check or become trapped within this sphere for its duration. A creature that succeeds its saving throw is instead pushed to a space outside the sphere but within 500 feet of it. Inside the sphere, time stops, and space becomes infinite. Outside of the sphere, time and space operate normally, and nothing can penetrate the barrier of the sphere. The sphere lasts until initiative 20 of the next round. When the sphere dissipates, the creatures inside will be where they were when the sphere first appeared, and no time will have passed for them.
- Entropic forces of time ravage a single target the dragon can see within 10,000 feet of itself. The target must succeed on a DC 25 Constitution saving throw or suffer 42 (4d20) necrotic damage.

The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the dragon's lair is warped by its presence, which creates one or more of the following effects:

- The atmosphere is thin within a mile of the dragon's lair. All creatures who spend a minute or more without magical or technological breathing assistance suffer a level of exhaustion. For every hour afterward, a creature will suffer an additional level of exhaustion. Exhaustion gained in this way cannot be removed until the creature receives magical or technological assistance or leaves the area.
- Space is strange, and distances fluctuate within 6 miles of the dragon's lair. All light sources become dim and are red-shifted.
- Gravitational wells appear randomly within 6 miles of the dragon's lair. Creatures must make a DC 18 Constitution saving throw every hour they are in the area or take 21 (2d20) force damage from gravitational forces.

If the dragon dies, these effects fade over the course of 3d10 days.

Ancient Void Dragon

Supercolossal dragon, any

Armor Class 31
Hit Points 1086 (53d20 + 530)
Speed 80 ft., Atmosphere Flight 1500 ft, Space Flight 3000 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	16 (+4)	31 (+10)	18 (+4)	16 (+3)	26 (+8)

Saving Throws Str +21, Con +19, Cha +17
Damage Immunities force, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 13
Languages all, telepathy 1500 ft.
Star Combat Rating 34

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 25; spell attack +17):

At will: *eldritch blast (as a 17th level spell caster), mage hand, pass without trace*
1/day each: *antimagic field, banishment, darkness, dimension door, levitate, silence, slow*

Stealth of the Void. While in dim light or darkness, the dragon can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the dragon uses a bonus action to end it or until the dragon attacks, is in bright light, or is incapacitated.

ACTIONS

Multiattack. The dragon can activate its Dark Energy Aura. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +21 to hit, reach 1000 ft., one target. *Hit:* 75 (6d20 + 12) piercing damage plus 19 (3d12) force damage.

Claws. *Melee Weapon Attack:* +21 to hit, reach 1000 ft., one target. *Hit:* 54 (4d20 + 12) slashing damage.

Dark Energy Aura. The dragon emanates an aura of entropic force that pulls on both the physical and the spiritual in a 1000-foot radius around itself. All creatures within this area must make a DC 27 Constitution saving throw or take 31 (3d20) necrotic damage. While within this aura, any movement a creature takes that is not directly towards the dragon takes twice as much movement speed. This aura lasts until the start of the dragon's next turn.

Vacuum Breath (Recharge 5–6). The dragon causes a gravity well to form within its gaping maw that affects an area in a 6000-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, being pulled up to 5000 feet toward the dragon, knocked prone, and taking 101 (2d100) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient void dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes a bite or claw attack.

Recharge. The dragon attempts to recharge an attack.

Move. The dragon moves a distance up to its speed.

DRONES

Automated flying robots that operate using limited AI, drones are often remotely controlled by an operator.

Auto-attack Drone

Small construct,

Armor Class 14 (natural armor)
Hit Points 30 (7d6 + 6)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-1)	16 (+2)	12 (+1)	7 (-2)	13 (+1)	1 (15)

Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Automatic Operation Mode. If the auto-attack drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will continue to move toward and attack this same target. If it cannot do so, the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode, lying dormant until its operator activates it.

Enhanced Perception. The auto-attack drone has advantage on Wisdom (Perception) checks.

ACTIONS

Blaster. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) laser damage.

Assault Drone

Small construct,

Armor Class 15 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	7 (-2)	13 (+1)	2 (-4)

Saving Throws Con +4
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Automatic Operation Mode. If the assault drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will move toward and attack this same target. If it cannot do so, the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode, lying dormant until its operator activates it.

Enhanced Perception. The assault drone has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The assault drone can make two attacks with its blaster.

Blaster. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) laser damage.

Force Grenade 3/Day. The drone can launch a force grenade at a space it can see within 100 feet of itself. All creatures and objects within 15 feet of the grenade must make a DC 12 Constitution saving throw taking 14 (4d6) force damage and being pushed 15 feet and are knocked prone on a failed saving throw and taking half as much damage on a successful saving throw.

Heavy Artillery Drone

Medium construct,

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	7 (-2)	14 (+2)	2 (-4)

Saving Throws Con +6
Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Automatic Operation Mode. If the heavy artillery drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will move toward and attack this same target. If it cannot do so, the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode, lying dormant until its operator activates it.

Enhanced Perception. The heavy artillery drone has advantage on Wisdom (Perception) checks.

Self-detonation. An explosive device is installed into the drone; it explodes when either the drone is destroyed, or its operator engages the device. When activated, this device projects a wave of heat, force, and shrapnel. Each creature within 15 feet of the drone, when it is destroyed, must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The drone can fire one force grenade and then make two attacks with its auto-cannon.

Auto-cannon. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (1d12 + 3) laser damage.

Force Grenade 5/Day. The drone can launch a force grenade at a space it can see within 100 feet of itself. All creatures and objects within 15 feet of the grenade must make a DC 13 Constitution saving throw taking 14 (4d6) force damage and being pushed 15 feet and are knocked prone on a failed saving throw and taking half as much damage on a successful saving throw.

Micro Missile Barrage 1/Day. The drone can release a compact pack of projectiles in a single barrage at long range. As an action, the drone can initiate a barrage of small projectiles on a single target that it can see within 300 feet of it. The target must make a Dexterity saving throw (DC 15), taking 17 (5d6) high-impact damage on a failed save, and half as much on a successful save. All creatures within 5 feet of the target must also make the same saving throw, taking half damage on a failed save.

Recon Drone

Tiny construct,

Armor Class 14 (natural armor)
Hit Points 10 (4d4)
Speed 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	6 (-2)	14 (+2)	2 (-4)

Skills Perception +4, Stealth +4
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Automatic Operation Mode. If the recon drone has not received a command from its operator after completing its previous command or if the drone is attacked, it will enter an automatic operation mode. If the drone previously made an attack against a target, it will move toward and attack this same target. If it cannot do so, the drone will move toward and attack any creature it can see that is hostile to itself or to its operator. Otherwise, it will enter sleep mode, lying dormant until its operator activates it.

Enhanced Perception. The recon drone has advantage on Wisdom (Perception) checks.

ACTIONS

Jolt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) lightning damage.

EIDOLONS

A new type of entity has emerged across the cosmos. Eidolons. Strange and ethereal beings with powers of a divine nature. They vary wildly. An eidolon can be as intelligent or even far more intelligent than any humanoid, while another might be a purely instinctual being. Some are as large as buildings, while others are the size of a small creature. There are some reports of eidolons protecting communities or saving children and others of wrathful entities destroying their environment or draining the life of all creatures they come across.

Dementarus, the Imprisoned One

Huge celestial, unaligned

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 20 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	9 (-1)	16 (+3)	20 (+5)

Saving Throws Str +11, Con +10
Skills Athletics +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities blinded, deafened, exhaustion, petrified, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 13
Languages Celestial
Challenge 15 (13,000 XP)

Imprisoned Dark. The area around Dementarus' body in a 30-foot radius is dimmed. Bright light becomes dim light, and dim light becomes darkness. Nonmagical light can't illuminate this area. Magical light can illuminate this area but must overcome Dementarus' magical aura. If the source of the light is a creature or spell or effect caused by a creature, that creature must succeed on a DC 18 Wisdom saving throw at the start of their turn. On a failed save, the magical light cannot affect this area of dim light.

Magic Resistance. Dementarus has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Dementarus' spellcasting ability is Charisma (spell save DC 18; +10 spell attacks). Dementarus can innately cast the following spells, requiring no material components:

At will: *darkness, entangle*
3/day each: *black tentacles, dispel evil and good, hold monster, phantasmal killer (5th level)*
1/day each: *flesh to stone, forbiddance, telekinesis*

Actions

Multiattack. Dementarus makes two attacks with his shackles or casts a spell with his innate spellcasting ability and makes one attack with his shackle.

Shackles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or take 11 (2d10) force damage and become knocked prone.

Chains of Despair (Recharge 5-6). Each creature within Dementarus' imprisoned dark area must succeed on a DC 18 Wisdom saving throw or take 27 (5d10) psychic damage, drop whatever it is holding, and become restrained by chains of darkness for 1 minute. Any creature restrained by this effect can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Igneous, the Wrath Gigas

Huge celestial, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	10 (+0)	13 (+1)	20 (+5)

Saving Throws Str +11, Con +10
Skills Acrobatics +7, Athletics +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities blinded, deafened, exhaustion, petrified, poisoned
Senses darkvision 120 ft., tremorsense 120 ft., truesight 30 ft., passive Perception 11
Languages Celestial
Challenge 16 (15,000 XP)

Wrathful Fire. Igneous' body radiates extreme heat in a 30-foot radius. Any creature that enters or starts its turn within this area must make a DC 18 Constitution saving throw or gain one level of exhaustion.

Magic Resistance. Igneous has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Igneous' spellcasting ability is Charisma (spell save DC 18; +10 spell attacks). Igneous can innately cast the following spells, requiring no material components:

At will: *burning hands (2nd level), destroy water*
3/day each: *fire shield, fireball, hellish rebuke (3rd level)*
1/day each: *conjure elemental (fire only), wall of fire*

Actions

Multiattack. Igneous makes two attacks with his claws or casts a spell with his innate spellcasting ability and makes one attack with his claws.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 5 (1d10) fire damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or become knocked prone.

Raging Conflagration (Recharge 5-6). Each creature within Igneous' wrathful fire area must succeed on a DC 18 Constitution saving throw or take 27 (5d10) fire damage and become frightened of Igneous for 1 minute. While frightened in this way, a creature cannot make attack rolls on igneous. Any creature frightened by this effect can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Iskyla, the Diamond Sentinel

Huge celestial, neutral

Armor Class 19 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	18 (+4)	17 (+3)	13 (+1)	22 (+6)

Saving Throws Con +10, Int +9
Skills Acrobatics +12, Arcana +9, Investigation +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities blinded, deafened, exhaustion, petrified, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 11
Languages Celestial
Challenge 17 (18,000 XP)

Diamond Dust. Countless tiny ice crystals swirl around Iskyla in a 30-foot radius. Any creature that enters or starts its turn within this area must make a DC 20 Constitution saving throw or take 2 (1d4) slashing damage plus 5 (2d4) cold damage. Creatures that take damage from this effect also have their movement reduced by 15 feet until the end of their next turn.

Magic Resistance. Iskyla has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Iskyla's spellcasting ability is Charisma (spell save DC 20; +12 spell attacks). Iskyla can innately cast the following spells, requiring no material components:

At will: *ray of frost (as if they were a 17th-level spellcaster), sleet storm*
3/day each: *ice storm, mirror image, misty step, slow*
1/day each: *blade barrier, cone of cold, freezing sphere*

Quick Cast. If Iskyla casts a spell on her turn, she can also cast *ray of frost* as a bonus action.

Actions

Multiattack. Iskyla makes two attacks with her armblades and then makes an attack with her optic laser.

Armblade. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 5 (1d10) cold damage.

Optic Laser. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 15 (2d8 + 6) laser damage.

Forbidden Frost (Recharge 5-6). Each creature within Iskyla's diamond dust area must succeed on a DC 20 Constitution saving throw or take 27 (5d10) cold damage and become restrained for 1 minute. A creature restrained by this effect can repeat the saving throw at the end of its turn, ending the effect on itself on a success. On a failed saving throw, the restrained creature becomes petrified.

If a creature restrained or petrified by this effect takes fire damage, it is no longer restrained or petrified.

Serragoth, the Starshadow Seraph

Huge celestial, lawful good

Armor Class 22 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 0 ft., fly 125 ft. (hover), Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	22 (+6)	16 (+3)	22 (+6)	24 (+7)

Saving Throws Dex +14, Wis +12, Cha +13
Skills Perception +12, Stealth +14
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities blinded, deafened, exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 22
Languages Celestial
Challenge 19 (22,000 XP)

Dire Radiance. An aura of unholy light emanates from Serragoth in a 40-foot radius. Any creature that enters or starts its turn within this area must make a DC 22 Constitution saving throw or take 5 (1d10) radiant damage and become blinded until the end of their next turn.

Magic Resistance. Serrogoth has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Serragoth's spellcasting ability is Charisma (spell save DC 22; +14 spell attacks). Serragoth can innately cast the following spells, requiring no material components:

At will: *guiding bolt (2nd level), inflict wounds (3rd level)*
3/day each: *banishment, blight, sanctuary*
1/day each: *circle of death, conjure celestial, divine word, sunbeam*

Actions

Multiattack. Serragoth makes two attacks with its starshadow blade or makes one attack with its starshadow blade and casts a spell.

Starshadow Blade. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) radiant damage and then Serragoth teleports to an unoccupied space it can see within 30 feet. Any creature within 5 feet of where Serragoth appears must make a DC 22 Constitution saving throw or take 10 (3d6) necrotic damage.

Condemnation (Recharge 5-6). Each creature within Serragoth's Dire Radiance area must succeed on a DC 22 Wisdom saving throw or become cursed. Until the curse ends, the target cannot regain hit points and has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success. Alternatively, the *remove curse* spell can end this condition.

Legendary Actions

Serragoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Serragoth regains spent legendary actions at the start of its turn.

Flight. Serragoth flies up to half its flying speed.

Attack. Serragoth strikes with its starshadow blade.

Cast a Spell (Costs 2 Actions). Serragoth uses Spellcasting.

Ulfrind, the Zephyr Beast

Huge celestial, unaligned

Armor Class 19 (natural armor)
Hit Points 209 (20d12 + 80)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+6)	20 (+5)	7 (-2)	14 (+2)	20 (+5)

Saving Throws Dex +10
Skills Acrobatics +10, Athletics +12, Perception +7, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities blinded, deafened, exhaustion, petrified, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 17
Languages Celestial
Challenge 16 (15,000 XP)

Whirling Vortex. A whirlwind surrounds Ulfrind in a 30-foot radius. This area is considered to be difficult terrain for all creatures except Ulfrind.

Magic Resistance. Ulfrind has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Ulfrind's spellcasting ability is Charisma (spell save DC 18; +10 spell attacks). Ulfrind can innately cast the following spells, requiring no material components:

At will: *gust of wind, thunderwave (3rd level)*
3/day each: *blur, shatter (4th level), windwall*
1/day each: *conjure elemental (air only), gaseous form*

Actions

Multiattack. Ulfrind makes one claw attack, and then either casts a spell or makes two bite attacks.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and the target is knocked prone.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and if the target is prone, it begins to bleed out. A creature bleeding out from this attack takes 7 (2d6) damage at the start of its turn for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of its turns, ending the condition on a save.

Howling Tempest (Recharge 5-6). Each creature within Ulfrind's whirling vortex area must succeed on a DC 18 Constitution saving throw or take 27 (5d10) thunder damage and be knocked prone. A creature knocked prone in this way is also restrained. A creature restrained by this effect can make a DC 18 Strength saving throw at the end of each of their turns to end the effect.

Elves, Imperial

The former empire still has one of the grandest militaries in the galaxy.

Imperium Guard

Medium humanoid, any

Armor Class 17 (CA-Guardsuit)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Dex +6, Int +5
Skills Acrobatics +6, Arcana +5, Athletics +7
Damage Resistances poison
Condition Immunities charmed
Senses darkvision 60 ft., truesight 30 ft., passive Perception 11
Languages Elvish, Universal
Challenge 5 (1,800 XP)

Aetherium Residuum. The imperial elf has advantage on saving throws against being poisoned.

Battle Awareness. The imperial elf has advantage on Initiative rolls and checks against being surprised.

Imperial Battle Magic. The imperium guard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The elf has the following spells prepared:

Cantrips (at will): *fire bolt, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, magic missile, shield, thunderwave*
2nd level (3 slots): *hold person, misty step, silence*

Actions

Multiattack. The elf makes two aether glaive attacks or chromatic cannon attacks.

Aether Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 4 (1d8) plasma damage.

Chromatic Cannon. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target, *Hit:* 9 (1d12 + 3) laser damage. Roll 1d6. This attack does an additional 4 (1d8) of a damage type determined by the 1d6.

1	Fire	2	Cold
3	Lightning	4	Thunder
5	Acid	6	Force

Imperium Mage Officer

Medium humanoid, any

Armor Class 16 (Augmented KAM Bodysuit)
Hit Points 106 (15d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	21 (+5)	14 (+2)	13 (+1)

Saving Throws Dex +8, Int +9
Skills Acrobatics +8, Arcana +9, Athletics +6
Damage Resistances poison
Condition Immunities charmed
Senses darkvision 60 ft., truesight 30 ft., passive Perception 12
Languages Elvish, Universal
Challenge 9 (5,000 XP)

Aetherium Residuum. The imperial elf has advantage on saving throws against being poisoned.

Battle Awareness. The imperial elf has advantage on Initiative rolls and checks against being surprised.

Imperial Battle Mage. The imperium mage officer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +11 to hit with spell attacks). The mage has the following spells prepared:

Cantrips (at will): *firebolt, mage hand, message, minor illusion, ray of frost*
1st level (4 slots): *alarm, detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *darkness, flaming sphere, invisibility, misty step*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *banishment,* ice storm*
5th level (2 slots): *cone of cold, wall of force*
6th level (1 slot): *disintegrate, globe of invulnerability**
7th level (1 slot): *arcane sword, teleport*

Actions

Multiattack. The elf makes two attacks with their forceful staff.

Forceful Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 6 (2d6) force damage, or 6 (1d8+2) bludgeoning damage plus 6 (2d6) force damage if used with two hands.

Imperial Paragon

Medium humanoid, any

Armor Class 20 (+1 Ultra-Alloy Sheathing and Shield)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	22 (+6)	18 (+4)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Dex +10, Con +8, Int +9
Skills Acrobatics +10, Arcana +9, Athletics +8, Perception +6
Damage Resistances poison
Condition Immunities charmed
Senses darkvision 60 ft., truesight 30 ft., passive Perception 16
Languages Elvish, Universal
Challenge 12 (8,400 XP)

Aetherium Residuum. The imperial elf has advantage on saving throws against being poisoned.

Battle Awareness. The imperial elf has advantage on Initiative rolls and checks against being surprised.

Imperial Arcanist. The imperial paragon is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The paragon has the following spells prepared:

Cantrips (at will): *firebolt, mage hand, message, minor illusion*
1st level (4 slots): *detect magic, magic missile, shield**
2nd level (3 slots): *branding smite, mirror image, misty step*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *dimension door, resilient sphere*

Arcane Knight. When the imperial paragon hits with an attack, they can spend a spell slot to deal extra force damage. The extra damage dealt by this ability is 1d8 per spell slot level.

Actions

Multiattack. The imperial paragon makes two attacks with their magitech laserblade or two attacks with their aether hand cannon.

Magitech Laserblade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) laser damage.

Aether Hand Cannon. *Ranged Weapon Attack:* +11 to hit, range 80/320 it, one target. *Hit:* 9 (1d6+6) plasma damage.

Bonus Actions

Arcane Aegis. As long as the imperial paragon has hit a creature with an attack on their turn, they can empower this temporary forcefield. The next attack made against the imperial paragon is made at disadvantage.

Eldritch Horrors

Outside the bounds of the galaxy and between the folds of time and space lurk creatures beyond the understanding of mortal minds. They serve some great unreality and revile reality as it is. These eldritch horrors drive those they encounter to madness and corrupt all they encounter.

The Crawling Chaos

Lair Actions

On initiative count 20 (losing initiative ties), the crawling chaos takes a lair action to cause one of the following effects; the crawling chaos can't use the same effect two rounds in a row:

- The crawling chaos projects a false copy of itself, which appears in his space and lasts until initiative count 20 on the next round. On its turn, the crawling chaos can move the false copy at a distance equal to its walking speed (no action required). The first time a creature or an object interacts physically with the crawling chaos, there is a 50 percent chance that the false copy is affected, instead of the crawling chaos, in which case the copy disappears.
- Haunting, maddening music emanates from a point the crawling chaos can see. Creatures within 50 feet of the origin that can hear the music must make a DC 21 Wisdom saving throw. Those that fail fall into a deep slumber until they take damage or until initiative count 20 on the following round.
- The crawling chaos casts the banishment spell (spell save DC 21).

The crawling chaos can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Regional Effects

The region containing the crawling chaos' lair is warped by its presence, which creates one or more of the following effects:

- The night is rent with the screams of nightmares within 10 miles of the crawling chaos' lair. All creatures that long rest within this area have a 50% chance of gaining no benefit from a long rest.
- Whenever a creature spends a 24-hour period within 10 miles of the crawling chaos' lair they must make a Wisdom saving throw (DC 18). On a failed save, the creature must roll on the short-term madness table in the Dungeon Master's Guide. A creature that fails this saving throw twice in a row must instead roll on the long-term madness table in the Dungeon Master's Guide. A creature that fails this saving throw three times in a row must roll on the indefinite madness table in the Dungeon Master's Guide.

If the crawling chaos dies, these effects fade over the course of 3d10 days.

The Crawling Chaos

Huge aberration, unaligned

Armor Class 22 (natural armor)
Hit Points 478 (33d12 + 264)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	26 (+8)	24 (+7)	26 (+8)	27 (+8)

Saving Throws Con +16, Int +15, Wis +16, Cha +16
Skills Athletics +17, Insight +16, Investigation +15, Perception +16
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 60 ft., truesight 120 ft., passive Perception 26
Languages all, telepathy 200 ft.
Challenge 27 (105,000 XP)

Dark Delirium. All creatures, that are not aberrant in nature, that start their turn within 50 feet of the crawling chaos must make a DC 21 Wisdom saving throw or become fascinated within an illusory nightmare of the crawling chaos' design. A creature subject to this effect is convinced the illusion is real, takes 18 (4d8) psychic damage, becomes restrained, and is blind to all things happening around them until the start of their next turn.

Legendary Resistance (3/Day). If the crawling chaos fails a saving throw, it can choose to succeed instead.

Magic Resistance. The crawling chaos has advantage on saving throws against spells and other magical effects.

Spider Climb. The crawling chaos can climb any surface, including upside down on ceilings, without making an ability check.

Squeeze. The crawling chaos is amorphous and strange, enabling it to squeeze through passages only a Small-sized creature could fit through without affecting its movement or combat capabilities.

Innate Spellcasting. The crawling chaos' spellcasting ability is Charisma (spell save DC 24, +18 to hit with spell attacks). The crawling chaos can innately cast the following spells, requiring no material components:

At will: *eldritch blast (17th level), detect thoughts, misty step*
3/day each: *disintegrate, slow, telekinesis*
1/day: *antimagic field, feeblemind*

Actions

Multiattack. The crawling chaos makes three tentacle attacks. It can replace one of its tentacle attacks with a Whispers in the Dark.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (3d12 + 9) force damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw, or it becomes grappled. A creature grappled in this way is also restrained.

Whispers in the Dark. Innumerable mouths on the crawling chaos' tentacles and body begin to whisper eldritch truths into the ears of anyone grappled by it. All creatures grappled by the crawling chaos must make an Intelligence saving throw (DC 24) or take 36 (8d8) psychic damage and become stunned until the end of their next turn.

Command Insanity (recharge 5-6). The crawling chaos targets one creature it can see within 120 feet of itself. That target must make a Wisdom saving throw (DC 24), becoming mentally dominated for 1 minute by the crawling chaos on a failed saving throw and taking 44 (8d10) psychic damage on a successful one. A creature dominated by this ability must follow the mental commands of the crawling chaos on its turn. The creature can repeat the saving throw at the end of its turns, ending the effect on a successful save.

God of a Thousand Forms. The crawling chaos magically polymorphs into a humanoid, monstrosity, or aberration that has a challenge rating no higher than its own or back into its true form. It reverts to its true form if it dies.
In a new form, the crawling chaos retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except for any class features or legendary actions of that form.

Legendary Actions

The crawling chaos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The crawling chaos regains spent legendary actions at the start of its turn.

Tentacle. The crawling chaos makes a tentacle attack.

Cast a Spell (2 actions). The crawling chaos uses Spellcasting.

The Crawling Mist (3 actions). A dark mist emanates from the crawling chaos. All creatures within 50 feet of the crawling chaos must succeed on a DC 24 Constitution saving throw or take 21 (6d6) necrotic damage. The crawling chaos regains hit points equal to half of the damage taken by creatures hit with this attack.

Hungering Lord

Large aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	22 (+6)	7 (-1)	19 (+4)	21 (+5)

Saving Throws Str +12, Cha +10
Skills Athletics +12, Perception +9
Damage Resistances acid, cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 60 ft., darkvision 120 ft., truesight 10 ft., passive Perception 19
Languages Deep Speech, telepathy 30 ft.
Challenge 13 (10,000 XP)

Magic Resistance. The hungering lord has advantage on saving throws against spells and other magical effects.

Spider Climb. The hungering lord can climb any surface, including upside down on ceilings, without making an ability check.

Squeeze. The hungering lord is amorphous and strange, enabling it to squeeze through passages only a Small-sized creature could fit through without affecting its movement or combat capabilities.

Actions

Multiattack. The hungering lLord makes two Grasping Appendage attacks. It can replace one of its tentacle attacks with a Hungering Void.

Grasping Appendage. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 20 Strength saving throw, or it becomes grappled. A creature grappled in this way is also restrained. The hungering lord can only grapple two creatures at any given time in this way.

Hungering Void. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature the hungering lord is grappling. *Hit:* 16 (2d8 + 7) piercing damage plus 13 (3d8) necrotic damage, and the creature is swallowed by the hungering lord. While swallowed, the creature is blinded and restrained; it has total cover against attacks and other effects outside the hungering lord, and it takes 21 (6d6) acid damage at the start of each of the hungering lord's turns.

If the hungering lord takes 30 damage or more on a single turn from a creature inside it, the hungering lord must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the hungering lord. If the hungering lord dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Skittering One

Small aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 49 (9d6 + 18)
Speed 45 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	5 (-3)	14 (+2)	9 (-9)

Damage Resistances acid, cold, poison, psychic
Condition Immunities blinded, deafened, exhaustion, poisoned
Senses blindsight 20 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Spider Climb. The skittering one can climb any surface, including upside down on ceilings, without making an ability check.

Shadow Stealth. While in dim light or darkness, the skittering one can take the Hide action as a bonus action.

Actions

Skittering Ungula. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Scrawling Flurry (Recharge 5-6). The skittering one makes four Skittering Ungula attacks against one target. Afterward, it can move up to its speed as a bonus action without provoking opportunity attacks.

Whispering Shadow

Medium aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	19 (+4)	15 (+2)	13 (+1)

Saving Throws Int +7, Wis +5
Skills Stealth +7
Damage Resistances acid, cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, grappled, poisoned, restrained
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, telepathy 120 ft.
Challenge 5 (1,800 XP)

Incorporeal Movement. The whispering shadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shadow Stealth. While in dim light or darkness, the whispering shadow can take the Hide action as a bonus action.

Innate Spellcasting. The whispering shadow's innate spellcasting ability is Intelligence (spell save DC 15, spell attack +7). The whispering shadow can innately cast the following spells, requiring no material components:

At will: *misty step, ray of enfeeblement*
1/day each: *fear, phantasmal killer*

Actions

Eldritch Whisper. The whispering shadow targets one creature it can see within 5 feet of itself. The creature must make a DC 15 Intelligence saving throw or take 18 (4d8) psychic damage and become stunned until the end of their next turn. The target's Intelligence score is also reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

ELEMENTALS, COSMIC

This elemental is made of pure cosmic radiance and can be found where starlight shines brightest.

Cosmic Elemental

Large celestial, neutral

Armor Class 14
Hit Points 114 (12d10 + 48)
Speed Speed 0 ft., Fly 50 ft (hover), Space Flight 1000 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	18 (+4)	6 (-2)	13 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages understands Celestial
Challenge 6 (2,300 XP)

Illumination. The elemental sheds bright light in a 30-foot radius and dim light an additional 30 feet.

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The elemental makes two Radiant Touch attacks.

Radiant Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage.

Scintillating Ray(Recharge 5–6). The elemental fires a beam of pure radiance in a 50-foot line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

The Galaxy Provides (1/day). The elemental radiates a halo of light in a 30-foot radius. All allies within the radius, including the elemental, heal 16 (3d8+3) hit points.

ELEMENTALS, PRIMORDIAL

The mightiest of elementals save for their primal overlords. Primordial elementals are mighty embodiments of nature's power. Though inherently destructive, they can also be cultivators of life and nature.

Primordial Flame Elemental

Huge elemental, neutral

Armor Class 15 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	23 (+6)	8 (-1)	15 (+2)	12 (+1)

Saving Throws Str +10, Con +10, Cha +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands Ignan
Challenge 11 (7,200 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 50-foot radius and dim light an additional 50 feet.

Primordial Demise. When the elemental is reduced to 0 hit points, it explodes in a flaring inferno. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 19 (3d12) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The elemental makes two Swipe attacks or uses its Hurl Flame twice.

Swipe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) fire damage.

Hurl Flame. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Primordial Ice Elemental

Huge elemental, neutral

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Str +10, Con +9, Cha +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages understands Aquan
Challenge 11 (7,200 XP)

Ice Walk. The ice elemental can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Frigid Aura. Whenever a creature starts its turn within 10 feet of the ice elemental, it takes 5 (1d10) cold damage.

Primordial Demise. When the elemental is reduced to 0 hit points, it explodes in a freezing mist. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 19 (3d12) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The elemental makes two Skewer attacks or uses its Hurl Ice attack twice.

Skewer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) cold damage.

Hurl Ice. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) cold damage.

Primordial Stone Elemental

Huge elemental, neutral

Armor Class 15 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	8 (-1)	12 (+1)	11 (+0)

Saving Throws Str +11, Con +11, Cha +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, thunder
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages understands Terran
Challenge 11 (7,200 XP)

Earth Glide. The elemental can burrow through nonmagical, earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Primordial Demise. When the elemental is reduced to 0 hit points, it explodes into thundering debris. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 19 (3d12) thunder damage on a failed save, or half as much damage on a successful one.

Siege Monster. The elemental deals double damage to objects and structures.

Terra Firma. The elemental cannot be moved against its will and ignores all effects that push or pull it.

ACTIONS

Multiattack. The elemental makes two Slam attacks or uses its Hurl Stone attack twice.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) thunder damage.

Hurl Stone. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 17 (5d6) thunder damage.

Primordial Storm Elemental

Huge elemental, neutral

Armor Class 16
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	19 (+4)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Dex +11, Wis +7, Cha +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages understands Auran
Challenge 11 (7,200 XP)

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Lightning Form. The elemental can enter a hostile creature's space and stop there. The first time the elemental enters a creature's space on a turn, or if it begins its turn in a creature's space, that creature takes 7 (2d6) lightning damage. The elemental can also move through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Primordial Demise. When the elemental is reduced to 0 hit points, it explodes in an electric pulse. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 19 (3d12) lightning damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The elemental makes two Strike attacks or uses its Hurl Lightning attack twice.

Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) lightning damage.

Hurl Lightning. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (5d6) lightning damage.

Primordial Wind Elemental

Huge elemental, neutral

Armor Class 16
Hit Points 168 (16d12 + 64)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Dex +10, Wis +7, Cha +4
Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages understands Auran
Challenge 11 (7,200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby. The elemental doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Primordial Demise. When the elemental is reduced to 0 hit points, it explodes in an electric pulse. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 19 (3d12) force damage on a failed save, or half as much damage on a successful one.

Wind Barrier. The elemental has half-cover against all ranged attacks.

ACTIONS

Multiattack. The elemental makes two Smack attacks or uses its Hurl Wind attack twice.

Smack. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) force damage.

Hurl Wind. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (5d6) force damage.

EQUINES

Across the galaxy, convergent evolution creates countless genetically unrelated creatures that are still most easily categorized together. Equines are natural species that reflect the behaviors and biological structure of hooved horse-like creatures.

Antares

Large exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Str +6, Con +5
Damage Vulnerabilities fire
Damage Resistances piercing, slashing
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Charge. If the antares moves at least 20 feet straight toward a target and then hits it with a carapace horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The antares makes one Carapace Horn attack and then makes a Piercing Stomp attack.

Carapace Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Piercing Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the creature is prone, the creature is now grappled.

BONUS ACTIONS

Springing Leap. The antares can leap half of its speed without provoking opportunity attacks.

Hinouma

Large exo-Fauna, unaligned

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	5 (-3)	14 (+2)	6 (-2)

Saving Throws Str +7, Dex +6
Damage Vulnerabilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 6 (2,300 XP)

Flame Body. A creature that touches the hinouma or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The hinouma sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Trampling Charge. If the hinouma moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the hinouma can make another attack with its hooves against it as a bonus action.

Actions

Multiattack. The hinouma makes one Stomp attack and then makes a Rearing Kick attack.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Rearing Kick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target the hinouma did not hit with a hooves attack this turn. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Whirling Flame (Recharge 5-6). Fire whirls around the hinouma in a 10-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Mistmare

Large exo-Fauna, unaligned

Armor Class 14 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	6 (-2)

Saving Throws Dex +4
Skills Stealth +4
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Ice Scales. Damage that the mistmare recieves that comes from area of effect spells or spell-like abilities is halved.

Trampling Charge. If the mistmare moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the mistmare can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) cold damage.

Misty Form. As an action the mistmare becomes incorporeal until the start of its next turn. While in this form, it becomes immune to bludgeoning, piercing, and slashing damage and resistant to all other types of damage except force damage. It can also move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Furthermore, the mistmare can move without provoking opportunity attacks.

Shadonir

Large exo-Fauna, unaligned

Armor Class 17 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	17 (+3)	6 (-2)	11 (+0)	16 (+3)

Saving Throws Dex +9
Skills Stealth +9
Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Shadow Blend. In areas of dim light or darkness, a shadonir is treated as invisible.

Innate Spellcasting. The shadonir's innate spellcasting ability is Charisma (spell save DC 14). The shadonir can innately cast the following spells, requiring no components:

1/day each: *blink, darkness*

Actions

Multiattack. The shadonir makes two hooves attacks and then a Shadow Tendril attack.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Shadow Tendril. The shadonir touches one creature it can see within 5 feet of it with one of its shadowy tendrils. The target must make a Dexterity saving throw DC 14 or take 10 (3d6) necrotic damage and become stunned until the end of their next turn.

Bonus Actions

Shadow Jaunt. The shadonir can teleport to an unoccupied space within 30 feet of itself that it can see.

FELIDS

Across the galaxy, convergent evolution creates countless genetically unrelated creatures that are still most easily categorized together. Felids are natural species that reflect the behaviors and biological structure of clawed large cats.

F

Gekkon
Medium exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	5 (-3)	13 (+1)	9 (-1)

Saving Throws Dex +5
Skills Perception +3, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Amphibious. The gekkon can breathe air and water.

Pounce. If the gekkon moves at least 20 feet straight toward a creature then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be grappled. If the target is grappled, the gekkon can make one bite attack against it as a bonus action.

Poisonous Skin. Any creature that is grappled by or comes into direct contact with the gekkon's skin must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the gekkon can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d4 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Mizu Fox
Small Eeo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 30 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	5 (-3)	13 (+1)	9 (-1)

Saving Throws Dex +5
Skills Stealth +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Amphibious. The mizu fox can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Aqua Jet. The mizu fox must have been in a body of water at least 5 feet wide and 5 feet deep within the last round in order to use this attack. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and the target is pushed 15 feet away from the mizu fox.

Mystic Grimaulkin
Small exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	7 (-2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Stealth +5
Damage Resistances psychic
Condition Immunities charmed
Senses darkvision 120 ft., truesight 5 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Keen Senses. The grimaulkin has advantage on Wisdom (Perception) checks that rely on smell or sight.

ACTIONS

Multiattack. The mystic grimaulkin makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Psygem Wave (Recharge 5-6). The mystic grimaulkin emanates a wave of psychic energy in a 20-foot radius around the gemstone on its forehead. Each creature in that area must make a DC 13 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

Raiju
Large exo-Fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 45 ft., climb 45 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	7 (-2)	15 (+2)	12 (+1)

Saving Throws Str +7, Dex +6
Damage Resistances thunder
Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Keen Senses. The raiju has advantage on Wisdom (Perception) checks that rely on smell or sight.

ACTIONS

Multiattack. The raiju makes three attacks: one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) lightning damage.

Wild Charge. The raiju must move its full speed as part of this action. Opportunity attacks against the raiju have disadvantage until the end of the raiju's turn. During this movement, every creature the raiju moves adjacent to must make a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage and be knocked prone.

THE FREELANCERS

A guild of seven cybersoul warriors considered to be the most notorious bounty hunters in the galaxy. This legendary group only takes on the jobs with the highest bounties. While their fees are exorbitant, they seem to care less about money and more about the challenge. Each member is effectively immortal; if their physical bodies are destroyed, their minds are transferred into new bodies. If a mark is able to defeat all seven bounty hunters, The Freelancers will concede total defeat and no longer pursue that bounty. Only twice in history have the Freelancers been bested.

The Ambuscade
Large construct, neutral

Armor Class 20 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +10, Wis +7
Skills Acrobatics +10, Investigation +4, Perception +7, Sleight of Hand +10, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Universal, telepathy 60 ft.
Challenge 12 (8,400 XP)

Dread Ambusher. The Ambuscade has advantage on initiative rolls and stealth checks.

Evasion. When the Ambuscade is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

ACTIONS

Multiattack. The Ambuscade makes four attacks with its force sabers.

Force Saber. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) force damage. If the Ambuscade has advantage on the attack roll, it deals an additional 14 (4d6) force damage.

Assassin's Point (Recharge 6). The Ambuscade forces a creature it can see within 5 feet of it that cannot see it to make a Constitution saving throw (DC 18). On a failed saving throw, the creature takes 36 (8d8) force damage and is unconscious for 1 minute. The creature can make a Constitution saving throw (DC 18), ending their unconscious state on a success.

REACTIONS

Parry. The Ambuscade adds 5 to its AC against one melee attack that would hit it. To do so, the Ambuscade must see the attacker and be wielding a melee weapon.

The Armory

Large construct, lawful neutral

Armor Class 20 (Fortress Plate and Shield)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	10 (+0)	13 (+1)	9 (-1)

Saving Throws Str +8, Con +8
Skills Athletics +8
Damage Resistances piercing, slashing
Damage Immunities thunder
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Universal
Challenge 8 (3,900 XP)

Indomitable (2/day). The Armory can reroll a saving throw that it fails. If it does so, it must use the new roll.

ACTIONS

Multiattack. The Armory makes two Superkinetic Flail attacks or one Shield Bash attack and one Superkinetic Flail attack.

Superkinetic Flail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) high-impact damage plus 11 (2d10) piercing damage if the target is prone. This is a magic weapon attack.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target must make a Strength saving throw (DC 16) or be knocked prone.

Whirling Assault (Recharge 5-6). The armory makes a sweeping attack with its superkinetic flail. Each creature within 10 feet of it must make a DC 16 Dexterity saving throw. A creature takes 19 (3d8 + 6) high-impact damage on a failed save, or half as much damage on a successful one.

The Dynamo

Medium construct, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Str +7, Dex +7
Skills Acrobatics +7, Athletics +7
Damage Immunities lightning
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Universal
Challenge 6 (2,300 XP)

Deflect Missiles. The Dynamo can use its reaction to deflect or catch a missile when they are hit by a ranged weapon or spell attack. When the Dynamo does so, the damage it takes from the attack is reduced by 1d10 + 8.

ACTIONS

Multiattack. The Dynamo makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) lightning damage. This is a magic weapon attack.

Dynamic Overdrive (Recharge 5-6). The Dynamo overdrives its interior engine, causing it to crackle with electricity. Until the end of the Dynamo's turn, its speed is doubled and its movement does not provoke opportunity attacks. Each time the Dynamo enters a space within 5 feet of a creature for the first time this turn, it can make an unarmed strike on that creature.

The Guildmaster

Large construct, neutral

Armor Class 20 (natural armor)
Hit Points 336 (32d10 + 160)
Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Str +11, Dex +10, Con +10
Skills Acrobatics +10, Athletics +11, Nature +6, Perception +10, Stealth +10
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Universal
Challenge 15 (13,000 XP)

Evasion. When the Guildmaster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Guildmaster instead takes no damage if it succeeds on a saving throw and only half damage if it fails.

Multiattack Defense. When a creature hits the Guildmaster with an attack, it gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Daunting Agility. Opportunity attacks made against the Guildmaster are made with disadvantage.

Innate Spellcasting. The Guildmaster's spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Guildmaster can innately cast the following spells, requiring no material components:

At will: *detect magic, hunter's mark*

ACTIONS

Multiattack. The Guildmaster makes two attacks with either it's steelwind blades or with it's laser auto-rifle.

Steelwind Blade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) force damage.

Laser Auto-rifle. *Ranged Weapon Attack:* +10 to hit, range 80/320 feet., one target. *Hit:* 14 (2d8 + 5) laser damage plus 7 (2d6) force damage.

Whirlwind Attack. The Guildmaster makes Steelwind Blade attacks against any number of creatures within 10 feet of it, with a separate attack roll for each target.

Volley. The Guildmaster makes a laser auto-rifle attack against any number of creatures within 15 feet of a point it can see within this attack's range. The Guildmaster makes a separate attack roll for each target.

Swirling Leaves of Steel (Recharge 6). The Guildmaster chooses up to five creatures it can see within 30 feet of it. The Guildmaster then makes a melee spell attack (+10) against each target. On a hit, a target takes 44 (8d10) force damage.

The Guildmaster then can then teleport to an unoccupied space it can see within 10 feet of one of the targets it hit or missed.

The Fury

Medium construct, chaotic neutral

Armor Class 17 (Ultra-alloy Sheathing)
Hit Points 170 (20d8 + 80)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	19 (+4)	21 (+5)	10 (+0)	12 (+1)

Saving Throws Dex +9, Int +9
Skills Acrobatics +9, Investigation +9, Perception +4
Damage Immunities fire
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Universal
Challenge 10 (5,900 XP)

Arcane Core. The Fury is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Fury has the following spells prepared:

Cantrips (at will): *firebolt*
1st level (4 slots): *magic missile, shield, thunderwave*
2nd level (3 slots): *scorching ray, shatter*
3rd level (3 slots): *fireball, lightning bolt*
4th level (3 slots): *fire shield, resilient sphere*

Overchannel (1/day). When the Fury casts a spell of 1st through 4th level that deals damage, it can deal maximum damage with that spell.

ACTIONS

Multiattack. The Fury makes two magitech cannon attacks.

Magitech Cannon. *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (1d12 + 5) laser damage.

Proton Cannon (Recharge 5-6). The Fury fires a massive laser beam in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) laser damage on a failed save, or half as much damage on a successful one.

The Logician

Large construct, neutral

Armor Class 18 (natural armor)
Hit Points 238 (28d10 + 84)
Speed 30 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+5)	17 (+4)	24 (+5)	20 (+0)	16 (+1)

Saving Throws Dex +9, Int +12, Wis +10
Skills Arcana +12, History +12, Investigation +12, Medicine +10, Nature +12, Perception +10, Religion +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 20
Languages all
Challenge 13 (10,000 XP)

Calculating the Future. When the logician rolls for initiative, it also rolls three d20s. The Logician can replace any attack roll, saving throw, or ability check made by it or a creature that it can see with one of these rolls. The Logician can choose to do so after knowing the result of the initial roll. The Logician can replace a roll in this way only once per turn.

Tactical Detonation. Whenever the Logician rolls initiative, choose a location for 5 hidden explosives in the area. The Logician placed explosives in these locations ahead of time with his genius foresight. If a creature hostile to the Logician moves within 5 feet of one of these explosives, the explosive detonates. All creatures within a 10-foot radius of the explosive must make a Dexterity saving throw (DC 20). On a failed save, a creature takes 16 (4d6) thunder damage and is pushed 15 feet directly away from the explosion.

ACTIONS

Multiattack. The Logician makes two attacks with its Scepter of Erudition and then uses Irrefutable Rhetoric.

Scepter of Erudition. *Ranged Weapon Attack:* +12 to hit, range 90 ft., one target. *Hit:* 20 (3d10 + 4) psychic damage.

Irrefutable Rhetoric. All creatures of the Logician's choice that can hear it must make an Intelligence saving throw (DC 20) or take 10 (4d4) psychic damage and have disadvantage on their next attack or spell attack roll.

Master Calculation (Recharge 6). The Logician enters an incomprehensible mathematical formula into a computerized orb it wields in its off-hand. The Logician can cause one of the following effects:

- The *wall of force* spell is cast from the orb.
- The *magic missile* spell is cast at 9th level from the orb.
- The *chain lightning* spell is cast from the orb.

REACTIONS

Protective Recall. When the Logician is hit with an attack, after taking damage from the attack, it immediately teleports 30 feet to a location it can see. Until the end of this turn, the Logician gains a +4 to its armor class.

Energy Disruption. When the Logician fails a saving throw against an effect that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, the Logician halves the damage taken from that effect. Until the end of the Logician's next turn, its Scepter of Erudition deals extra damage of a type and amount equal to the damage the Logician took from the attack.

The Mystic
Medium construct, neutral

Armor Class 17 (CA-Guardsuit)
Hit Points 187 (22d8 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	22 (+6)	16 (+3)	12 (+1)

Saving Throws Dex +7, Int +10
Skills Acrobatics +7, Arcana +10, Insight +7, Investigation +10, Perception +7, Stealth +7
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Universal, telepathy 60 ft.
Challenge 11 (7,200 XP)

Rune Etched. The Mystic is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Mystic has the following spells prepared:

Cantrips (at will): *mage hand, message, vicious mockery*
1st level (4 slots): *command, detect magic, silent image*
2nd level (3 slots): *enthrall, invisibility, mirror image, misty step*
3rd level (3 slots): *counter spell, dispel magic, hypnotic pattern*
4th level (3 slots): *hallucinatory terrain, phantasmal killer*
5th level (1 slot): *dominate person*

Mystic Charm. When a creature the Mystic can see within 30 feet of it makes an attack roll against it, it can use its reaction to make the attacker make a Wisdom saving throw (DC 19). On a failed save, the attacker must target the creature that is closest to it, not including the Mystic or itself. If multiple creatures are closest, the attacker chooses which one to target.

ACTIONS

Multiattack. The Mystic uses Entrancement. She then makes two staff attacks.

Entrancement. The Mystic fixes its attention on a creature within 30 feet of it. If the target can see the Mystic, the target must succeed on a DC 19 Charisma saving throw or be charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the Mystic's entrancement for the next 24 hours.

Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Mystic Shroud (Recharge 5-6). The Mystic casts an illusion spell that it knows with a casting time of 1 action as a bonus action.

GALACTIC AVATAR

In a galaxy without gods and without the outer planes of old, there is nowhere for the soul to go when its mortal coil ends. In the early days after the Prime Event, spirits would toil and gather across the newly formed spiritual realm, only semi-aware of themselves or their surroundings. Eventually, these swirling vortices of spiritual energy and consciousness came together into a single collective body. The Galactic Spirit had coalesced.

Often depicted as a great bird of prey, though exhibiting some traits of other animal classifications and made of shining iridescent light, the Galactic Spirit is the personification of life and consciousness in the galaxy. A galactic avatar is a projection of the galactic spirit usually called upon by druids who adhere to her.

Galactic Avatar
Huge celestial, neutral

Armor Class 14
Hit Points 195 (17d12 + 85)
Speed Speed 0 ft., Fly 80 ft (hover), Space Flight 1500 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+3)	21 (+4)	16 (+6)	22 (+3)	16 (+1)

Saving Throws Dex +8, Wis +10, Cha +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities blinded, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages Celestial
Challenge 11 (7,200 XP)

Flyby. The galactic avatar doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Illumination. The galactic avatar sheds bright light in a 50-foot radius and dim light an additional 50 feet.

Incorporeal Movement. The galactic avatar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magical Attacks. All of the galactic avatar's weapon attacks are considered magical.

ACTIONS

Multiattack. The galactic avatar makes three attacks: two with its beak and one with its radiant talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Radiant Talons. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage.

Beam Weapon (Recharge 5–6). The galactic avatar uses one of the following breath weapons:

Radiant Beam. The galactic avatar exhales radiant energy in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one.

Flaring Beam. The galactic avatar emits a flash of dazzling light from its maw in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw or be blinded. Undead and Aberrations within the area of effect must also make an additional DC 18 Wisdom saving throw or be turned for 1 minute. Undead and Aberrations of CR 3 or lower who fail the saving throw are instantly destroyed.

GOBLINOID REPUBLIC FORCES

The Goblinoid Republic of Acheron outfits one of the most technologically advanced militaries in the galaxy.

Goblin Gunner

Small humanoid, typically neutral

Armor Class 13 (KAM Fiber Bodysuit)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Goblin, Universal
Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin gunner makes two melee attacks or two ranged attacks.

Tech Saber. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) lightning damage.

Assault Arbalest. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d8 + 2) laser damage.

Hobgoblin Tactician

Medium humanoid, typically neutral

Armor Class 17 (CA-Guardsuit)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Str +5
Senses darkvision 60 ft., passive Perception 10
Languages Goblin, Universal
Challenge 3 (700 XP)

Commander's Tactics. Whenever the hobgoblin makes an attack, it can order one of its allies that it can see and that can see it to move a distance up to its speed without provoking opportunity attacks.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two laserblade attacks

Laserblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) laser damage.

Assault Arbalest. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d8 + 2) laser damage.

Motivated Recovery (Recharge 6). The hobgoblin shouts an inspiring command to its allies. All allies of the hobgoblin that can hear or see it can spend up to 2 hit dice to heal hit points.

Hobgoblin Warlord

Medium humanoid, typically neutral

Armor Class 18 (Fortress Plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Str +9, Con +7
Skills Athletics +9, Intimidation +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Goblin, Universal
Challenge 9 (5,000 XP)

Combat Commander. The hobgoblin warlord and any allies it can see gain a bonus to initiative rolls equal to the hobgoblin warlord's Intelligence modifier.

Commander's Tactics. Whenever the hobgoblin makes an attack, it can order one of its allies that it can see and that can see it to move a distance up to its speed without provoking opportunity attacks.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three laserblade attacks or three heavy auto-cannon attacks.

Laserblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) laser damage.

Heavy Auto-Cannon. *Ranged Weapon Attack:* +7 to hit, ranged 80/320 ft., one target. *Hit:* 9 (1d12 + 3) laser damage.

BONUS ACTIONS

Inspiring Recovery (Recharge 5-6). The hobgoblin warlord or one creature of its choice within 60 feet of it regains 12 (2d8 + 3) hit points.

Cyber Troll

Large giant, typically chaotic neutral or evil

Armor Class 15 (Titanium Plexus Suit)
Hit Points 136 (13d10 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Str +7, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Goblin, Universal
Challenge 6 (2,300 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Lightning Charged. If the troll would take lightning damage, it instead heals an amount equal to the amount of damage it would have taken.

Livewire Arc. While it's alive, the troll generates a crackling aura of arcing lightning that fills the area within 10 feet of it. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) lightning damage.

ACTIONS

Multiattack. The cybertroll makes three laserblade attacks or three Heavy Auto-Cannon attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) lightning damage. If the target takes any of the lightning damage, the target must succeed on a DC 15 Constitution saving throw or have its speed reduced to 0 until the end of their next turn.

Turbo Charge Teleport (Recharge 6). The troll chooses up to three creatures it can see within 50 feet of itself. It teleports within 5 feet of each creature in whatever order it chooses, making a claw attack on each creature.
It then teleports to an unoccupied space it can see within 5 feet of one of the targets it hit or missed.

INSECTOIDS

Across the galaxy, convergent evolution creates countless creatures that are genetically unrelated but are still most easily categorized together. Insectoids are natural species that reflect the behaviors and biological structure of enormous insects.

Skarthari Scarab

Large exo-fauna, unaligned

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	5 (-3)

Saving Throws Str +8, Con +6
Skills Athletics +8, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Amphibious. The Skarthari scarab can breathe air and water.
Hardened Carapace. A critical hit against the skarthari scarab becomes a normal hit.

ACTIONS

Multiattack. The skarthari scarab makes three attacks: one with its poison spines and two with its scythe arms.

Scythe Arm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Poison Spines. Ranged Weapon Attack +8 to hit, reach 30ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 9 (2d8) poison damage. The target must make a Constitution saving throw (DC 14). On a failed save, the target is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Megapede

Large exo-fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Frenzy. While it has 40 hit points or fewer, the megapede has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Poison Jab. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) poison damage. The target must make a Constitution saving throw DC 13. On a failed save, the target is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Poison Point. If a creature hits the megapede with a melee attack, it can use its reaction to force the creature to succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the saving throw is successful or the effect ends for the target, it is immune to the megapede's Poison Point for 24 hours.

Mantis Glider

Large exo-fauna, unaligned

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	5 (-3)

Damage Resistances acid, poison
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Flyby. The mantis glider doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The mantis glider makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (4d4) acid damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. The creature must then make a DC 14 Constitution saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Aquatic Spider

Small exo-fauna, unaligned

Armor Class 15 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	6 (-2)	11 (+1)	5 (-3)

Damage Resistances acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Water Walker. The spider can move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

Web Lure. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is pulled 20 feet toward the aquatic spider and restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.) The aquatic spider can pull a creature restrained in this way 20 feet toward itself on subsequent turns as a bonus action.

NYMPHAE COLOSSUS

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nymphae colossus takes a lair action to cause one of the following effects; the nymphae colossus can't use the same effect two rounds in a row:

- The nymphae colossus uses its Mind Control Spores centered on a flower or other plant within the lair instead of on itself.
- The nymphae colossus summons plant creatures to assist it. Two plants of challenge rating 1/2 or four plants of challenge rating 1/4 appear in unoccupied spaces the nymphae colossus can see. These creatures are allies of the nymphae colossus. This lair action cannot be used again until all creatures summoned in this way have died.
- The nymphae colossus casts the *sleep* spell at 2nd level.

The nymphae colossus can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Nymphae Colossus

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Int +8, Wis +7
Damage Vulnerabilities fire
Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses tremorsense 120 ft., truesight 60 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP)

Psionic Spore Aura. The nymphae colossus is surrounded by invisible, psionic spores. When a creature moves into a space within 10 feet of the nymphae colossus, it must succeed on a DC 16 Intelligence saving throw or take 5 (2d4) psychic damage.

Plombie Animating Spores. The nymphae colossus can use a reaction to infest a corpse and animate it. The nymphae colossus can choose one corpse of a Small or Medium size creature within 30 feet of it. The target rises as a zombie, completely in the control of the nymphae colossus. Once a corpse has been raised in this way, it cannot be raised in this way again.

ACTIONS

Multiattack. The nymphae colossus makes two Mind Shard attacks or one Mind Shard attack and one Stalk Smash attack.

Mind Shard. The nymphae colossus chooses one target it is aware of within 120 feet of it. The target must succeed on a DC 16 Intelligence saving throw or take 7 (2d6) psychic damage and subtract 1d4 from the next saving throw it makes before the end of the nymphae colossus' next turn.

Stalk Smash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage.

Mind Control Spores (Recharge 5–6). The nymphae colossus releases spores that burst out in a cloud that fills a 30-foot-radius sphere centered on it. This cloud lasts until the start of the nymphae colossus' next turn. Humanoids and beasts in the cloud when it appears, or that enter it, must make a DC 16 Wisdom saving throw. On a failed save, the creature is psionically dominated by the nymphae colossus until the end of its next turn. While dominated in this way, the creature must follow the nymphae colossus' commands.

PRIMALS

Primals are the most powerful entities in the galaxy tied to the elements of nature. Though not gods, they rival the power of ancient deities, but they are purely physical rather than spiritual.

KAZANAR

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Kazanar takes a lair action to cause one of the following effects; Kazanar can't use the same effect two rounds in a row:

- Kazanar sends a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain until initiative 20 of the following round. Each creature on the ground that is concentrating must succeed on a DC 23 Constitution saving throw or the creature's concentration is broken.
- A 10-foot-diameter, 15-foot-tall cylindrical fountain of magma erupts from the ground in a space Kazanar can see within 120 feet of him. A creature in that space must make a DC 20 Dexterity saving throw or take 14 (3d8) fire damage.
- A wall of fire rises up from the ground within 120 feet of Kazanar. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, can take any shape Kazanar wants, and is opaque. When the wall appears, each creature in its area must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) fire damage. Each creature that enters the wall for the first time on a turn or ends its turn there takes 21 (6d6) fire damage. The wall is extinguished when Kazanar uses this lair action again or when Kazanar dies.

Kazanar can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing Kazanar's lair is warped by his presence, which creates one or more of the following effects:

- Earthquakes strike the region within 10 miles of Kazanar's location every 2d12 hours, each lasting 1d10 rounds. The quake deals 50 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.
- Lava fountains erupt from the ground within 1 mile of Kazanar's lair. Every hour, there is a ten percent chance that characters in this area are close enough to an erupting lava fountain to be in danger. A lava fountain creates a vent 20 feet in diameter and hurls globs of lava up to 200 feet away. Each character within this area must succeed on a DC 21 Dexterity saving throw or take 11 (2d10) bludgeoning damage plus 17 (5d6) fire damage. A fountain lasts for 2d10 rounds before subsiding.

If Kazanar dies, these effects fade over the course of 3d10 days.

Kazanar, Primordial of Earth and Fire

Gargantuan elemental, unaligned

Armor Class 20 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	26 (+8)	11 (+0)	16 (+3)	20 (+5)

Saving Throws Str +15, Con +15, Cha +12
Skills Athletics +15
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 13
Languages Primordial
Challenge 22 (41,000 XP)

Blazing Aura. At the start of each of Kazanar's turns, each creature within 10 feet of him takes 17 (5d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature also takes 17 (5d6) fire damage if it touches Kazanar or hits him with a melee attack while within 10 feet of him.

Legendary Resistance (3/Day). If Kazanar fails a saving throw, he can choose to succeed instead.

Magic Resistance. Kazanar has advantage on saving throws against spells and other magical effects.

Siege Monster. Kazanar deals double damage to objects and structures with his melee and ranged weapon attacks.

Tyrving, Blade of Kazanar. While wielding Tyrving, Kazanar has the following abilities:

- Kazanar is immune to fire and cold damage.
- Kazanar has a +3 bonus to attack and damage rolls made with Tyrving. When he hits with an attack using this greatsword, the target takes an extra 9 (2d8) fire damage. (This is reflected in the Tyrving attack below.)
- The greatsword has 7 charges. While holding it, Kazanar can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *flaming sphere* (1 charge), *wall of fire* (2 charges), or *conjure elemental* (fire only) (4 charges). The greatsword regains 1d4+3 expended charges daily at dawn.

ACTIONS

Multiattack. Kazanar makes two attacks with Tyrving or two fist attacks.

Tyrving. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 9 (2d8) fire damage.

Fist. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Magma Blast. *Ranged Spell Attack:* +12 to hit, range 250 ft., one target. *Hit:* 35 (10d6) fire damage.

LEGENDARY ACTIONS

Kazanar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kazanar regains spent legendary actions at the start of its turn.

Attack. Kazanar makes one Tyrving or fist attack.

Stomp (Costs 2 Actions). Kazanar stomps the ground, creating an earth tremor that expands to a 50-foot radius. Other creatures standing on the ground in that radius must succeed on a DC 23 Dexterity saving throw or fall prone.

Immolate (Costs 3 Actions). Kazanar causes one creature he can see within 50 feet of him to burst into flames. The target must make a DC 20 Constitution saving throw. On a failed save, the target takes 63 (18d6) fire damage and catches fire. A target on fire takes 7 (2d6) fire damage when it starts its turn and remains on fire until it or another creature takes an action to douse the flames. On a successful save, the target takes half as much damage and doesn't catch fire.

LAEVA

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Laeva takes a lair action to cause one of the following effects; Laeva can't use the same effect two rounds in a row:

- A freezing mist fills a 30-foot-radius sphere within 120 feet of Laeva, lasting until initiative count 20 of the next round. Creatures and objects within or beyond the mist are heavily obscured. A creature that enters the freezing cloud for the first time on a turn or starts its turn there takes 10 (3d6) cold damage.
- A strong current moves through the Laeva's lair. Each creature within 60 feet of Laeva must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from Laeva. On a success, the creature is pushed 10 feet away from Laeva.
- Laeva summons creatures of the sea to assist her. Two beasts or exo-fauna with a swimming speed of challenge rating 3 or lower or four beasts or exo-fauna with a swimming speed of challenge rating 2 or lower appear in unoccupied spaces Laeva can see. These creatures are allies of Laeva. This lair action cannot be used again until all creatures summoned in this way have died.

Laeva can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing Laeva's lair is warped by its presence, which creates one or more of the following effects:

- Rain and thunderstorms are common within 6 miles of the lair, and they often build to torrential downpours that obscure vision and cause waterways to overflow their banks. Through all of this there always seems to be a part of the sky unobscured for the sun to shine through.
- Water life becomes richer and more vibrant within 6 miles of the lair.

If Laeva dies, these effects fade over the course of 3d10 days.

Laeva, Primordial of the Sunlit Shallows

Gargantuan elemental, unaligned

Armor Class 23 (natural armor)
Hit Points 325 (21d20 + 105)
Speed 50 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	14 (+2)	26 (+8)	15 (+2)

Saving Throws Con +12, Wis +15, Cha +9
Skills Insight +15, Perception +15
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., truesight 30 ft., passive Perception 25
Languages Primordial
Challenge 22 (41,000 XP)

Laeva's Tear, Orb of Thalassia. While wielding Laeva's Tear, Laeva has the following abilities:

- Laeva has a +3 bonus to spell attack rolls and spell save DCs.
- The orb has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the orb have a save DC of 23. Laeva can cast the following spells from the ring, expending the necessary number of charges: *create or destroy water* (1 charge), *control water* (3 charges), ice *storm* (2 charges), or *wall of ice* (3 charges).

Legendary Resistance (3/Day). If Laeva fails a saving throw, she can choose to succeed instead.

Magic Resistance. Laeva has advantage on saving throws against spells and other magical effects.

Siege Monster. Laeva deals double damage to objects and structures with her melee and ranged weapon attacks.

Water Form. Laeva can enter a hostile creature's space and stop there. She can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. Laeva makes two Water Whip attacks or two Ray of Water attacks.

Water Whip. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Laeva can grapple up to two targets. When Laeva moves, all creatures she is grappling move with her.

Ray of Water. *Ranged Spell Attack:* +18 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 19 Strength saving throw.

Maelstrom (Recharge 6). Laeva summons a swirling vortex of raging water bursting around a point on the ground or in water she can see. The vortex is a 20-foot-radius, 50-foot-high cylinder centered on that point. This effect requires concentration and lasts for up to a minute. Until the effect ends, Laeva can use her action to move the vortex up to 30 feet in any direction along the ground. The vortex sucks up any Large or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a DC 23 Constitution saving throw the first time on a turn that it enters the vortex or that the vortex enters its space, including when the vortex first appears. A creature takes 35 (10d6) bludgeoning damage on a failed save or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a DC 18 Strength saving throw or become restrained in the vortex until the effect ends.

When a creature starts its turn restrained by the vortex, the creature is pulled 10 feet higher inside it unless the creature is at the top. A restrained creature moves with the vortex and falls when the effect ends unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against a DC of 18. If successful, the creature is no longer restrained by the vortex and is hurled 3d6 × 10 feet away from it in a random direction, taking 3 (1d6) fall damage for every 10 feet it travels.

LEGENDARY ACTIONS

Laeva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Laeva regains spent legendary actions at the start of its turn.

Attack. Laeva makes one Water Whip or Ray of Water attack.

Tidal Wave (Costs 3 Actions). Laeva magically creates a wall of water centered on herself. The wall is up to 60 feet long, up to 30 feet high, and up to 20 feet thick. When the wall appears, all other creatures within its area must each make a DC 23 Strength saving throw. A creature takes 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

At the start of each of Laeva's turns after the wall appears, the wall, along with any other creatures in it, moves 50 feet away from the primordial. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a DC 24 Strength saving throw or take 27 (5d10) bludgeoning damage. At the end of the 50-foot movement, the effect ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 23 Strength (Athletics) check to swim at all during that turn.

Valkaia, Primordial of Storm and Sky

Gargantuan elemental, unaligned

Armor Class 27 (natural armor)
Hit Points 304 (21d20 + 84)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	19 (+4)	12 (+1)	16 (+3)	22 (+6)

Saving Throws Dex +14, Wis +10, Cha +13
Skills Acrobatics +14, Athletics +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 13
Languages Primordial
Challenge 22 (41,000 XP)

Air Form. Valkaia can enter a hostile creature's space and stop there. He can move through a space as narrow as 1 inch wide without squeezing.

Exarchic, Lance of Valkaia. While wielding Exarchic, Valkaia has the following abilities:

- Valkaia has a +3 bonus to attack and damage rolls made with Exarchic. Furthermore, when he hits with an attack using this weapon, the target takes an extra 9 (2d8) lightning damage.
- The weapon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.
- The weapon has 7 charges. While holding it, Valkaia can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 21) from it: *lightning bolt* (1 charge), *fly* (2 charges), and *chain lightning* (4 charges). The lance regains 1d4 + 3 expended charges after a long rest.

Legendary Resistance (3/Day). If Valkaia fails a saving throw, he can choose to succeed instead.

Magic Resistance. Valkaia has advantage on saving throws against spells and other magical effects.

Siege Monster. Valkaia deals double damage to objects and structures with her melee and ranged weapon attacks.

ACTIONS

Multiattack. Valkaia makes two melee attacks with Exarchic or two ranged attacks with Exarchic.

Exarchic. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 7) piercing damage plus 10 (2d8) lightning damage.

Throw Exarchic. *Ranged Weapon Attack:* +17 to hit, range 60/120 ft., one target. *Hit:* 17 (3d6+7) piercing damage plus 9 (2d8) lightning damage. While traveling to the target of this attack, Exarchic transforms into a bolt of lightning, forming a line 5 feet wide that extends out from Valkaia to the target. Each creature in the line excluding, Valkaia and the target, must make a DC 21 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a lance when it reaches the target. Immediately after the attack finishes, Exarchic reappears in the hands of Valkaia.

Lightning Storm (Recharge 6). All other creatures within 120 feet of Valkaia must each make a DC 21 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

LEGENDARY ACTIONS

Valkaia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Valkaia regains spent legendary actions at the start of its turn.

Attack. Valkaia makes one Exarchic or Throw Exarchic attack.

Galeblast (Costs 3 Actions). Vaklkaia releases a blast of thunder and wind in a line that is 120 feet long and 10 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Valkaia takes a lair action to cause one of the following effects; Valkaia can't use the same effect two rounds in a row:

- ◇ Valkaia causes a bolt of lightning to strike a point on the ground anywhere within his lair. Each creature within 5 feet of that point must make a DC 21 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.
- ◇ Valkaia creates a 20-foot-radius sphere of dark storm clouds centered on a point anywhere in his lair. The sphere spreads around corners, and its area is heavily obscured. The cloud lasts until the primordial disperses it (no action required), and it can't be dispersed by wind.
- ◇ A torrent of wind pushes outward from Valkaia in a 60-foot radius. Creatures in that area must make a successful DC 18 Strength saving throw or be knocked prone and pushed away from Valkaia up to the edge of the area affected.

Valkaia can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing Valkaia's lair is warped by its presence, which creates one or more of the following effects:

- Thunderstorms erupt in a 6-mile radius centered on Valkaia's lair. Every hour the storm rages, creatures standing beneath the open sky have a five percent chance of being struck by lightning. A creature struck by lightning must make a DC 21 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.
- Rain is constant within 1 mile of the lair causing, rivers and streams to fill or overflow their banks.

If Valkaia dies, these effects fade over the course of 3d10 days.

SAURIANS

Across the galaxy, convergent evolution creates countless creatures that are genetically unrelated but are still most easily categorized together. Saurians are natural species that reflect the behaviors and biological structure of dinosaurs.

Chicken Lizard

Small exo-fauna, unaligned

Armor Class 12
Hit Points 31 (7d6 + 7)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The chicken lizard has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pack Tactics. The chicken lizard has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Peck. Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the chicken lizard has advantage on the attack, it deals an extra 3 (1d6) piercing damage.

Florasaur

Medium exo-fauna, unaligned

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	11 (+0)	5 (-3)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Flora Spore. When hit by a melee attack, the flower on the florasaur's back emits poisonous spores causing the attacker to make a DC 11 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the start of their subsequent turns, ending the effect early.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Sleep Spores (Recharge 5-6). The florasaur releases a cluster of spores at a creature within 15 feet of it, attempting to put them to sleep. The target must make a DC 11 Constitution saving throw, falling asleep for 1 minute on a failed save. If a sleeping target takes damage or someone uses an action to shake or slap the sleeper awake, the effect ends early.

Monarch Stone Drake
Large exo-fauna, unaligned

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	5 (-3)	9 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 9
Languages —
Challenge 4 (1,100 XP)

Indomitable Beast. The stone monarch has advantage on saving throws against being charmed or frightened, and while charmed or frightened, it has advantage on attack rolls.

ACTIONS

Multiattack. The stone monarch makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Prismatic Serpent
Large exo-fauna, unaligned

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	11 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Amphibious. The prismatic serpent can breathe air and water.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. Also, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the prismatic serpent can't constrict another target.

Stunning Scales (Recharge 5-6). Each creature of the prismatic serpent's choice that it can see within 60 feet of it and can also see it must succeed on a DC 14 Wisdom saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the prismatic serpent's Stunning Scales for the next 24 hours.

STAR WORMS

Envoys of the nameless one beyond the seal of time, star worms are but a single example of the eldritch abominations lurking within the unreal.

Star Worm
Colossal aberration, unaligned

Armor Class 28
Hit Points 624 (32d20 + 288)
Speed 80 ft., Atmosphere Flight 750 ft, Space Flight 1500 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	28 (+9)	7 (-2)	17 (+3)	14 (+2)

Saving Throws Str +18, Con +18
Damage Resistances psychic
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, poisoned
Senses darkvision 2000 ft., truesight 1000 ft., passive Perception 13
Languages Deep Speech
Star Combat Rating 16

Creature Sense. The star worm is aware of the presence of creatures within 1000 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The star worm has advantage on saving throws against spells and other magical effects.

Unusual Nature. The star worm doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The star worm makes two pincer attacks or two aberrant ray attacks.

Pincer. *Melee Weapon Attack:* +18 to hit, reach 1000 ft., one target. *Hit:* 72 (6d20 + 9) piercing damage and a creature or object that is gigantic or smaller is grappled (escape DC 26).

Aberrant Ray. *Ranged Spell Attack:* +18 to hit, range 5,000/10,000 ft., one target. *Hit:* 63 (6d20) force damage.

WILDEN

These phytoic humanoids have skin made of wood and hair made of leaves. Though primitive at a glance, the forces of the wilden can match more technologically modern forces of the galaxy in power.

Wilden Tribal Warrior

Medium humanoid, any

Armor Class 13 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Senses passive Perception 12
Languages Universal, Wilden
Challenge 1/2 (100 XP)

Adaptable Respiration. The wilden does not require oxygen to breathe naturally. However, all rules of suffocation still apply when isolated in a vacuum (such as the depths of space).

Innate Spellcasting. The wilden's innate spellcasting ability is Wisdom (spell save DC 12). The wilden can innately cast the following spells, requiring no material components:

At will: *druidcraft*
1/day each: *entangle, goodberry*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Wilden Plantomancer

Medium humanoid, any

Armor Class 14 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Senses passive Perception 13
Languages Universal, Wilden
Challenge 2 (450 XP)

Adaptable Respiration. The wilden does not require oxygen to breathe naturally. However, all rules of suffocation still apply when isolated in a vacuum (such as the depths of space).

Spellcasting. The wilden plantomancer is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *entangle, longstrider, speak with animals*
2nd level (3 slots): *barkskin, spike growth*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

Slashing Vines (Recharge 6). Snaking vines erupt from the wilden. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.

Wilden Elder

Large humanoid, any

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +6
Senses passive Perception 14
Languages Universal, Wilden
Challenge 4 (1,100 XP)

Adaptable Respiration. The wilden does not require oxygen to breathe naturally. However, all rules of suffocation still apply when isolated in a vacuum (such as the depths of space).

Spellcasting (Humanoid Form Only). The wilden elder is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, poison spray, thorn whip
1st level (4 slots): *entangle, longstrider, speak with animals*
2nd level (3 slots): *barkskin, pass without trace, spike growth*
3rd level (3 slots): *plant growth, speak with plants, stinking cloud*
4th level (3 slots): *conjure woodland beings, giant insect*
5th level (1 slot): *tree stride*

ACTIONS

Multiattack. The wilden makes two melee attacks.

Thorned Club (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 5 (2d4) poison damage.

Change Shape. The wilden magically polymorphs into an awakened tree—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the tree form (the wilden's choice). It reverts to its humanoid form when it is reduced to 0 hit points. The wilden's statistics are the same in each form, except where noted in this stat block.

XERLOTHS

The xerloths of Xersotos are a bizarre and repulsive group of fiends. Descended from an ancient group of neutral evil fiends whose culture has been lost to time, the xerloths are creatures touched by the voidharrow's eldritch energies and made into something entirely different from their devil and daemon cousins.

These alien entities have an instinctual urge to spread their foul corruption to all other biological life. Xerloths perform endless bio-experiments on all life they find with the intent to spread their influence and control via mutation, experimentation, and infection.

SERVILOTH

Serviloths are the lowest of xerloths. These foot soldiers of the xerloth armies feed upon chemical pollution and pustulant disease. Their very touch is poisonous.

Serviloth

Medium fiend, neutral evil

Armor Class 13 (KAM Fiber Bodysuit)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Infernal, Universal
Challenge 3 (700 XP)

Magic Resistance. The serviloth has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The serviloth makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 8 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VENELOTH

Veneloths specialize as assassins and killers. They utilize the caustic and alien magic of their homeworld to melt their enemies and painfully poison their victims.

Veneloth

Medium fiend, neutral evil

Armor Class 15 (Augmented KAM Bodysuit)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	10 (+0)	11 (+0)	15 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Infernal, Universal
Challenge 6 (2,300 XP)

Magic Resistance. The veneloth has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The veneloth's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *acid splash*
3/day each: *acid arrow, darkness*
1/day each: *stinking cloud*

ACTIONS

Multiattack. The veneloth makes two attacks: one with its flail and one with its claws.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

AURALOTH

An auraloth appears as a grossly corpulent humanoid with the lower body of a scorpion. Its skin and carapace have the texture and appearance of gold. Auraloths specialize in tempting mortals into the xerlothss grasp, luring them with false promises of material wealth.

Auraloth

Large fiend, neutral evil

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	13 (+0)	15 (+2)	20 (+5)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Infernal, Universal
Challenge 11 (7,200 XP)

Magic Resistance. The auraloth has advantage on saving throws against spells and other magical effects.

Immutable Form. The auraloth is immune to any spell or effect that would alter its form.

Innate Spellcasting. The auraloth's spellcasting ability is Charisma (spell save DC 17). The auraloth can innately cast the following spells, requiring no material components:

At will: *charm person, major image, suggestion*
1/day each: *hallucinatory terrain, mass suggestion, seeming*

ACTIONS

Multiattack. The auraloth makes three attacks: two with its claws and one with its stinger. Alternatively, it makes two attacks with its claws and casts one spell.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Golden Touch (Recharge 6). The auraloth grasps at a target with the intent to turn them into gold. The target must make a DC 17 Dexterity saving throw. On a failed save, the target's flesh begins to harden, and it has the restrained condition. A restrained creature must repeat the saving throw at the end of each turn. If it successfully saves three times, the effect ends. If it fails three times, it turns to gold and now has the petrified condition. Successes and failures don't need to be consecutive.

MEPHILOTH

Mephiloths serve as the generals of the armies of Xersotos. These four-armed fiends with the heads of camel spiders exude an aura of blighted poison. They wield in each hand vicious scourges that drip with acid pulled out of the river Guranth. They are handpicked by Overlord Xersotos and serve him in devoted fashion.

Mephiloth

Large fiend, neutral evil

Armor Class 21 (natural armor)
Hit Points 237 (25d10 + 100)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	20 (+5)

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Infernal, Universal
Challenge 19 (22,000 XP)

Blighted Aura. At the start of each of the mephiloth's turns, each creature within 5 feet of it takes 10 (3d6) acid damage. Plants within the aura wither and die, and water within the aura becomes poisonous and discolored. A creature that touches the mephiloth or hits it with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

Magic Resistance. The auraloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mephiloth's weapon attacks are magical.

Innate Spellcasting. The mephiloth's spellcasting ability is Charisma (spell save DC 19, spell attack +11). The mephiloth can innately cast the following spells, requiring no material components:

At will: *acid splash (at 17th level), stinking cloud*
1/day each: *blight, cloudkill, contagion, incendiary cloud*

ACTIONS

Multiattack. The mephiloth makes two attacks with its vicious scourges.

Vicious Scourge. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 13 (3d8) acid damage. If the mephiloth scores a critical hit, it deals an extra 20 acid damage.

OVERLORD XAXULOTH

Ruling from his foul citadel, Xerxes, on the caustic river of Gurath, the Lord of Hell, Xaxuloth, oversees and directs Xerloth society with an iron fist. Green and oily skinned, Xaxuloth stands tall and mighty in black fortress plate armor. He wields a triple-headed flail dripping with burning poison and liquid corruption. Xaxuloth is a merciless and slaughterous eldritch master. His one desire is to see the defilement and subjugation of all living things and to recreate the universe in his vision, a foul and polluted realm incongruous with natural life.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Xaxuloth takes a lair action to cause one of the following effects; Xaxuloth can't use the same effect two rounds in a row:

- Poisonous fog billows around one creature that Xaxuloth can see within 120 feet of himself. The creature must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round.
- A cloud of black choking smoke swirls in a 20-foot radius sphere centered on a point that Xaxuloth can see within 120 feet of himself. The cloud spreads around corners, and the area is obscured. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded and for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Acid erupts from a point on the ground that Xaxuloth can see within 120 feet of himself, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Xaxuloth can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing Xaxuloth's lair is warped by its presence, which creates one or more of the following effects:

- Water sources within 6 miles of the lair are supernaturally fouled. Enemies of the fiend that drink such water regurgitate it within minutes. Furthermore, plant life cannot grow within 6 miles of the lair.
- Acid rain falls within 1 mile of the lair, corroding any object that is exposed to it for more than 10 minutes. Surfaces within 6 miles of the lair are frequently covered by a thin film of slime, which is also corrosive to the touch, dealing 3 (1d6) acid damage.
- The air within 1 mile of the lair is toxic to breathe. Any creature that must breathe oxygen to live and spends 1 hour or more within this area must make a DC 13 Constitution saving throw or become poisoned for 24 hours.

If Xaxuloth dies, these effects fade over the course of 3d10 days.

Overlord Xaxuloth

Huge fiend, neutral evil

Armor Class 23 (+3 Fortress Plate and Shield)
Hit Points 435 (30d12 + 240)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	22 (+6)	24 (+7)	20 (+5)

Saving Throws Str +16, Con +16, Wis +15, Cha +13
Skills Athletics +16, Intimidation +13
Damage Resistances fire, necrotic
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Aura of Decay. Xaxuloth exudes an aura of decay and defilement. All plant life, water sources, food, and drinks within 30 feet of him spoil, begin to rot, and become poisonous. Furthermore, all creatures within 10 feet of him must make a DC 21 Constitution saving throw at the start of their turn or take 16 (3d10) poison damage. This damage ignores both immunity and resistance.

Legendary Resistance (3/Day). If Xaxuloth fails a saving throw, he can choose to succeed instead.

Magic Resistance. Xaxulothh has advantage on saving throws against spells and other magical effects.

Malevolence, Scourge of Poison and Decay. Xaxuloth wields Malevolence and gains the following benefits:

Xaxuloth gains a +3 bonus to attack and damage rolls made with Malevolence. Additionally, it deals 11 (2d10) extra acid damage and forces the target to make a DC 18 Constitution saving throw or be poisoned for 1 minute. This effect even affects creatures immune to poison damage or the poisoned condition.

The weapon has 5 charges. While holding it, Xaxuloth can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 21, spell attack +13) from it: *stinking cloud* (1 charge), *blight* (2 charges), *contagion* (3 charges).

Actions

Multiattack. Xaxuloth makes four attacks with Malevolence.

Malevolence. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage plus 11 (2d10) acid damage. The target must make a DC 18 Constitution saving throw or be poisoned for 1 minute. This effect even affects creatures immune to poison damage or the poisoned condition.

Scourge the Land (Recharge 6). Xaxuloth releases a blast of foul corruption in a 300-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 78 (12d12) poison damage. On a successful save, the creature takes half as much damage. A creature reduced to 0 hit points by this attack instantly dies as its body is melted into a puddle of polluted ooze.

Legendary Actions

Xaxuloth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Xaxuloth regains spent legendary actions at the start of its turn.

Attack. Xaxuloth makes an attack with Malevolence.

Cast a Spell (Costs 2 actions). Xaxuloth uses Spellcasting.

Teleport. Xaxuloth teleports to an unoccupied space he can see within 40 feet.

CHAPTER 8: NEW SPELLS

The world of Draken Star is home to some new spells that can be added to a spellcaster's repertoire. This includes a new school of magic known as Technomancy. Technomancy is the manipulation and creation of robotic and machine constructs through magic, as well as the understanding of how magic and technology interface.

Below is a list of the new spells available in this book.

LEVEL	SPELL	SCHOOL	CONCENTRATION	RITUAL	CLASS
0	Arc Lightning	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
1	Firewall	Technomancy	No	Yes	Artificer, Sorcerer, Warlock, Wizard
1	Manufact Construct	Technomancy	No	Yes	Artificer, Sorcerer, Warlock, Wizard
2	Battery Drain	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
2	Electro Pulse	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
2	Solar Flare	Evocation	No	No	Sorcerer, Wizard
3	Call of the Void	Conjuration	Yes	No	Sorcerer, Warlock, Wizard
3	Create Constructs	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
4	Nanobot Swarm	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
4	Reprogram	Technomancy	Yes	No	Artificer, Sorcerer, Warlock, Wizard
5	Cosmic Brilliance	Evocation	Yes	No	Sorcerer, Wizard
5	Electromagnetic Wave	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard
5	Wall of Steel	Technomancy	Yes	No	Artificer, Sorcerer, Warlock, Wizard
6	Create Major Construct	Technomancy	No	No	Artificer, Sorcerer, Warlock, Wizard

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ARC LIGHTNING

cantrip technomancy

CASTING TIME: 1 action
RANGE: 60 feet
COMPONENTS: V, S
DURATION: Instantaneous

You fire an arc of electricity at a target you can see within range. The target must succeed on a

Dexterity saving throw or take 1d8 lightning damage. If the target is hit, you can arc the lightning from that creature to a second target within 10 feet of the target. The second target must succeed on a Dexterity saving throw or take 1d8 lightning damage.

This spell's damage increases by 1d8 when you reach certain levels: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

BATTERY DRAIN

2nd-level technomancy

CASTING TIME: 10 minutes
RANGE: 30 feet
COMPONENTS: V, M (an electrical energy source)
DURATION: Instantaneous

You pull the stored energy from within a battery or some other electrical power source and convert it into life energy. Up to six creatures of your choice that you can see within range gain temporary hit points equal to 1d4 + your spellcasting ability modifier.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points increase by 1d4 for each slot level above 2nd.

CALL OF THE VOID

3rd-level conjuration

CASTING TIME: 1 action
RANGE: 60 feet
COMPONENTS: V, S
DURATION: Concentration, up to 1 minute

You open a rift to the darkness between stars and beyond the fold of time. Voices in incomprehensible languages call from the rift and lure the weak-willed into their icy clutches. At the start of their turn, any creature you choose within 30 feet of the rift must make a Wisdom saving throw. On a failed save, the target must use their full movement to move towards the rift. If a creature moves within 5 feet of the rift, it takes50-foot 3d8 cold damage plus 3d8 psychic damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every slot level above 3rd.

COSMIC BRILLIANCE

5th-level evocation

CASTING TIME: 1 action
RANGE: Self (50-foot radius)
COMPONENTS: V, S, M (an orb and light source)
DURATION: Concentration, up to 1 minute

You shine with the scintillating light of stars and quasars. You emit bright light in a 50-foot radius and dim light another 50 feet. Any creature of your choice that starts its turn within the bright light you are emitting must make a Constitution saving throw or take 4d8 radiant damage and become blinded until the end of its turn.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for every slot level above 5th.

CREATE CONSTRUCTS

3rd-level technomancy

CASTING TIME: 1 minute
RANGE: 10 feet
COMPONENTS: V, S, M (a circuit, a piece of scrap metal, a wire)
DURATION: Instantaneous

This spell creates a construct servant. Choose a pile of metal or a broken machine of a Medium or Small size within range. Your spell imbues the target with electronic energy, mending the scrap together and raising it as a construct. The target becomes an Auto-attack Drone or a Flying Sword (laser blade), your choice (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any construct you made with this spell if the construct is within 60 feet of you (if you control multiple constructs, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

The construct is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the construct for another 24 hours, you must cast this spell on the construct again before the current 24-hour period ends. This use of the spell reasserts your control over up to four constructs you have animated with this spell rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional constructs for each slot level above 3rd. Each of the constructs must come from a different broken machine or pile of metal.

Create Major Construct

6th-level technomancy

Casting Time: 1 minute
Range: 10 feet
Components: V S M (A motherboard, a large battery, and 20 feet of electrical cable)
Duration: Instantaneous

Choose up to three broken machines or piles of electronics of Medium or Small size within range. Each machine or pile of electronics becomes a Security Automaton (Android) under your control. (The GM has game statistics for these constructs.)

As a bonus action on each of your turns, you can mentally command any construct you animated with this spell if the construct is within 120 feet of you (if you control multiple constructs, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

The construct is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the construct for another 24 hours, you must cast this spell on the construct before the current 24-hour period ends. This use of the spell reasserts your control over up to three constructs you have animated with this spell rather than animating new ones.

At Higher Levels: When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four Security Automatons (Android). When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five Security Automatons (Android) or two Security Automatons (Felidroid) or Assault Drones. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six Security Automatons (Android), three Security Automatons (Felidroid) or Assault Drones, or two Soldier Automatons.

Electro Pulse

2nd-level technomancy

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

You conjure a pulse of electromagnetic energy that originates from you in a 20-foot sphere. Each creature in that area must make a Constitution saving throw or take 3d6 lightning damage and becomes stunned until the end of its next turn. On a success, a creature takes half as much damage and is not stunned. Constructs make this saving throw with disadvantage.

Electromagnetic Wave

5th-level technomancy

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Instantaneous

You release a burst of electromagnetic radiation that blasts outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 4d8 thunder damage plus 4d8 lightning damage. A creature that succeeds on its saving throw takes half as much damage. A construct hit by this spell takes double damage.

Firewall

2nd-level technomancy (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a router)
Duration: Concentration, up to 1 hour

You conjure an electronic shield around your mind that protects you from outside influences and hostile cybernetic attacks. For the duration of this spell, you are resistant to psychic damage. In addition, any attempt to charm, frighten, dominate, or hack your mind is done so at disadvantage. If you are forced to make a saving throw against the attack, you do so with advantage.

MANUFACT CONSTRUCT

1st-level Technomancy (ritual)

CASTING TIME: 1 hour
RANGE: 10 feet
DURATION: Instantaneous
COMPONENTS: V, S, M (50 credits worth of scrap metal)

You create a construct familiar from on-hand materials and imbue it with an arcane spark. The construct familiar has the statistics of a homunculus but has an appearance that you choose.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action, while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

NANOBOT SWARM

4th-level technomancy

CASTING TIME: 1 action
RANGE: 150 feet
COMPONENTS: V, S, M (a jar of nanobots)
DURATION: Concentration, up to 10 minutes

You activate a swarm of nanobots to fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the swarm appears, each creature in its area must make a Constitution saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

REPROGRAM

4th-level technomancy

CASTING TIME: 1 action
RANGE: 60 feet
COMPONENTS: V, S
DURATION: Concentration, up to 1 minute

You attempt to magically reprogram a construct or machine that you can see within range. It must succeed on an Intelligence saving throw or be forced to become your willing ally for the duration of the spell. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the spell is active, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Intelligence saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours

Solar Flare

2nd-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a pair of sunglasses)
Duration: Instantaneous

You channel the blazing brightness of a sun and send out a flash of solar energy in a 20-foot radius centered on yourself. Each creature within range must make a Constitution saving throw. On a failed save, a target takes 3d6 fire damage and is blinded until the start of your next turn. On a successful save, the target takes half as much damage and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every slot above 2nd.

Wall of Steel

5th-level technomancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an ingot of steel)
Duration: Concentration, up to 10 minutes

A nonmagical wall of solid metal springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create ten 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing metal. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of metal that can be damaged and thus breached.Each panel has an AC of 18 and an HP of 45 x thickness in inches (6 or 3). Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Class & Level

Subclass

Experience Points

Character Name

Player Name

Race

Background

Alignment

Saves
Strength

Saves
Dexterity

Saves
Constitution

Saves
Intelligence

Saves
Wisdom

Saves
Charisma

Skills

- ◇ _____ Acrobatics (Dex)
- ◇ _____ Animal Handling (Wis)
- ◇ _____ Arcana (Int)
- ◇ _____ Astronomy (Int)
- ◇ _____ Athletics (Str)
- ◇ _____ Computers (Int)
- ◇ _____ Cybernetics (Int)
- ◇ _____ Deception (Cha)
- ◇ _____ Engineering (Int)
- ◇ _____ History (Int)
- ◇ _____ Insight (Wis)
- ◇ _____ Intimidation (Cha)
- ◇ _____ Investigation (Int)
- ◇ _____ Medicine (Int)
- ◇ _____ Nature (Int)
- ◇ _____ Perception (Wis)
- ◇ _____ Performance (Cha)
- ◇ _____ Persuasion (Cha)
- ◇ _____ Religion (Int)
- ◇ _____ Sleight of Hand (Dex)
- ◇ _____ Stealth (Dex)
- ◇ _____ Streetwise (Cha)
- ◇ _____ Survival (Wis)

Proficiency Bonus

Status

Initiative

Speed

Inspiration

Passive Insight

Passive Investigation

Passive Perception

Armor Class

Attacks

Attack Name	Attack Bonus	Damage/Type	Range/Properties

Armor

Armor Name	Base AC	Properties

Hit Points

max | current | temp

Hit Dice

type | used | max

Death Saves

Successes

Failures

Exhaustion

1 2 3 4 5 6

Conditions

Proficiencies, Languages, & Feats

Treasure & Equipment

Features & Traits

Starseeker's Guide to Draken Star

Character Portrait

Character Name

Physical Traits

age | height | weight

eyes | skin | hair

Personality Traits

Ideals

Bonds

Flaws

Backstory

Homeland

Allies & Organizations

Additional Features & Traits

Additional Treasure

Spellcaster Name

Player Name

Ability	Save DC	Bonus

Dragon's Guide to
Draken Star

0 Cantrips

1

Total Slots | Expended Slots

2

Total Slots | Expended Slots

3

Total Slots | Expended Slots

4

Total Slots | Expended Slots

5

Total Slots | Expended Slots

6

Total Slots | Expended Slots

7

Total Slots | Expended Slots

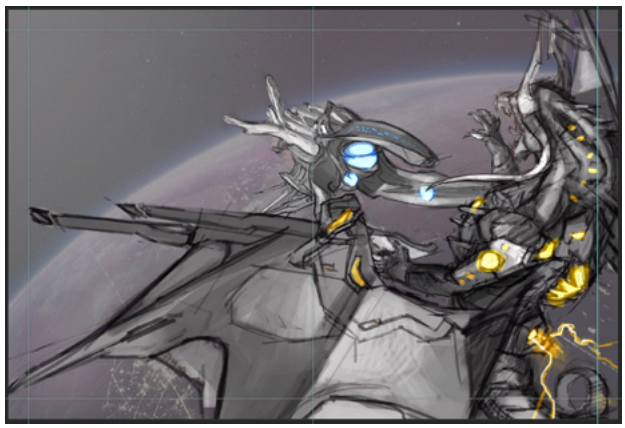
8

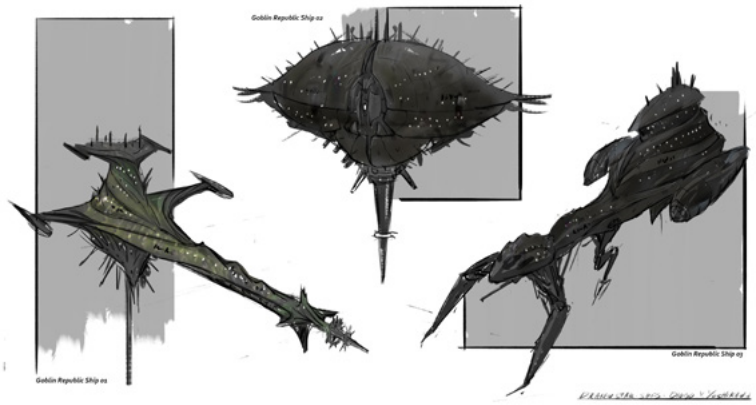
Total Slots | Expended Slots

9

Total Slots | Expended Slots

CONCEPT ART

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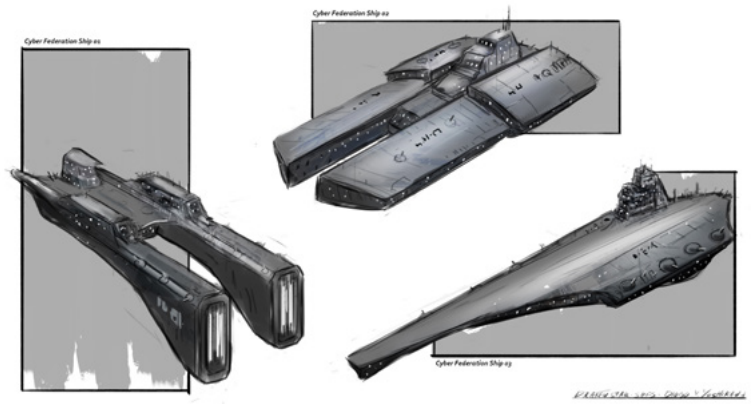
Goblin Republic Ship 01
Goblin Republic Ship 03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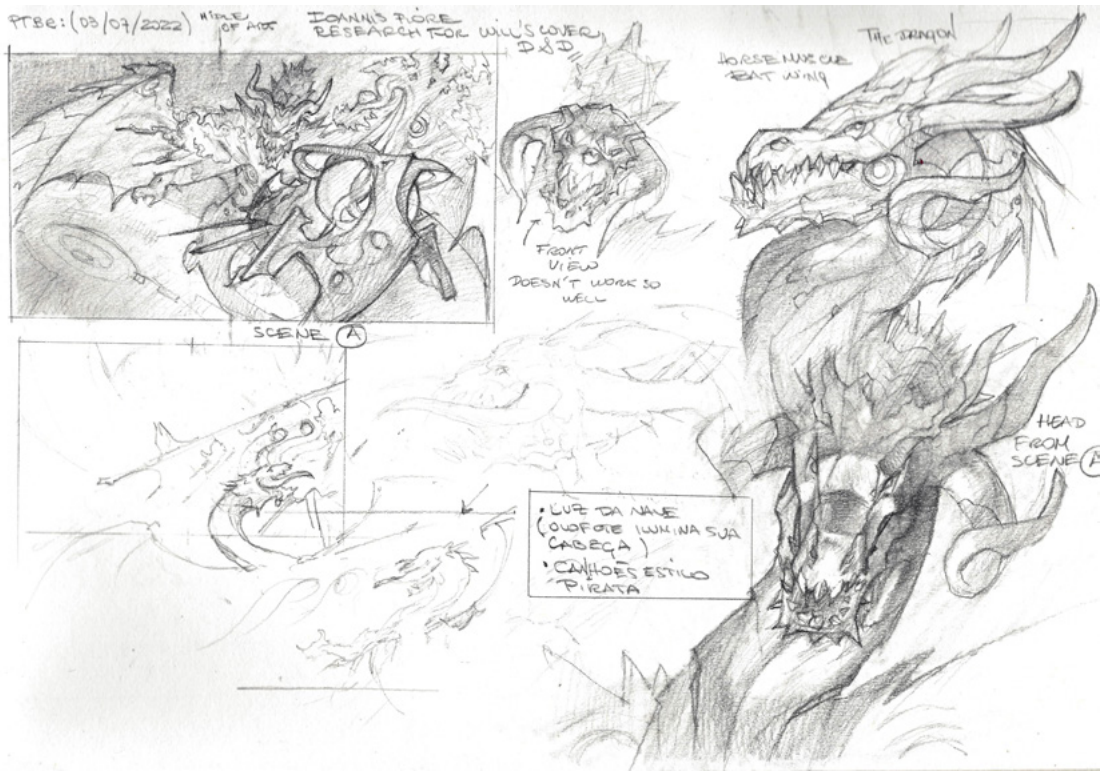
Cyber Federation Ship 01
Cyber Federation Ship 03


PTBE: (03/07/2022)
IOANNIS FIORE
RESEARCH FOR WILL'S COVER
DAD
FRONT VIEW DOESN'T WORK SO WELL
SCENE A
HEAD FROM SCENE A
• LUZ DA NAVE (OU FOGE ILUMINA SUA CABEÇA)
• CANHÕES ESTILO PIRATA